

Figure 1a

500 ↗

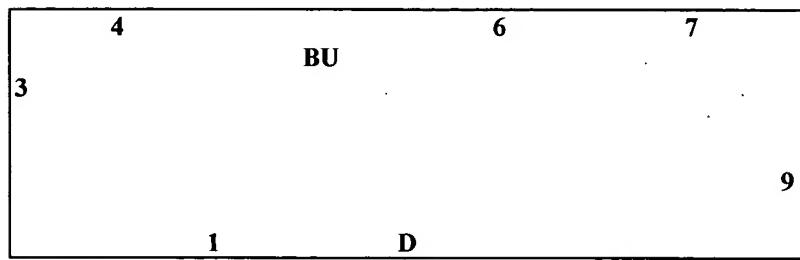


Figure 1b

500 ↗

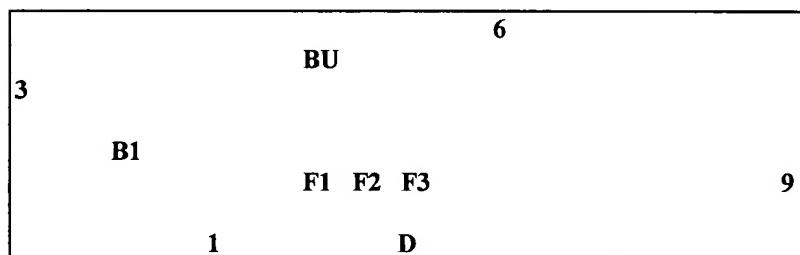


Figure 1c

500 ↗

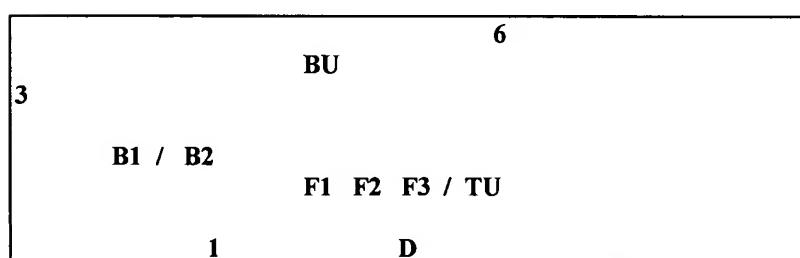


Figure 1d

500 ↗

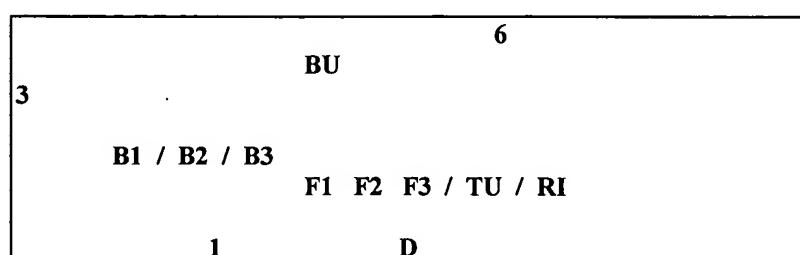


Figure 1e

500 ↗

Figure 2

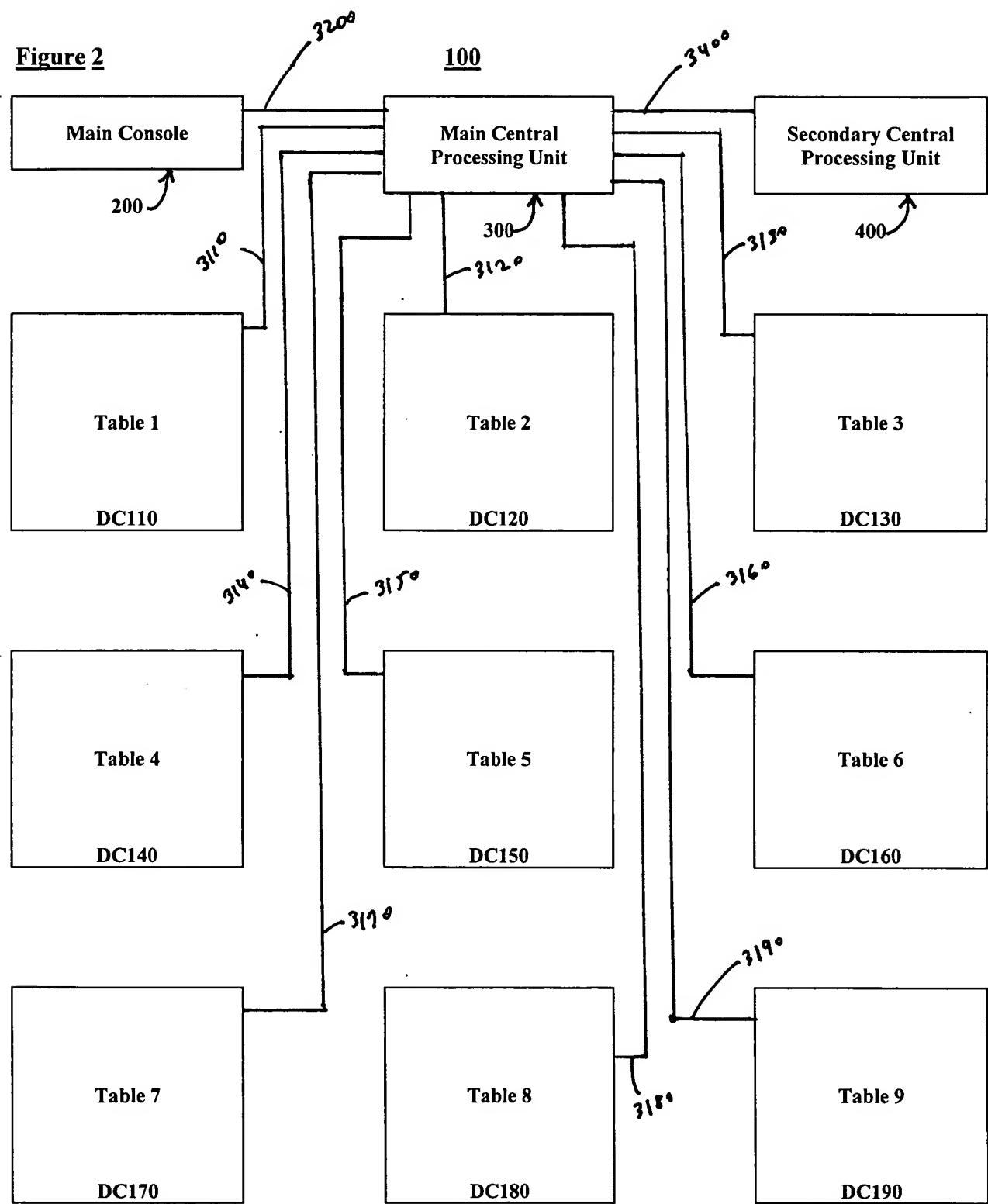


Figure 3

100

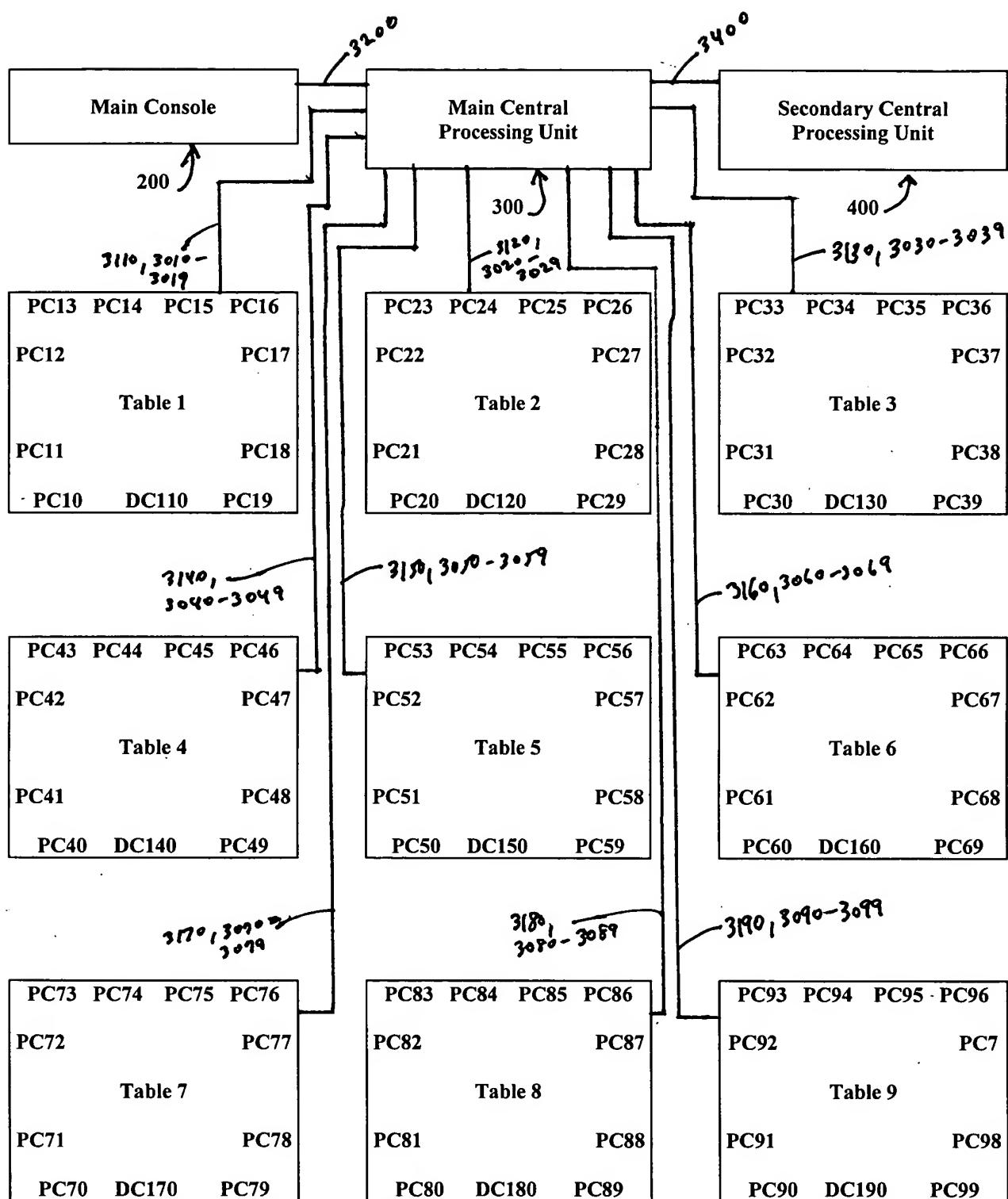


Figure 4a

300 ↘

Main Central Processing Unit CPU
(Store of Initial Table / Initial Player Position Assignments)
(Store of Table / Player Position Re-Assignments)
(Store of Remaining Players)
(Store of Eliminated Players)
(Store of Dealer Initial Table Assignments / Table Re-Assignments)
(Store of Tournament Betting Limits / Blinds / Antes)
(Store of Table Replenishment Algorithm)
(Store of Table Re-Filling / Table Replenishment Algorithm)
(Store of Table Closure Algorithm)

Figure 4b

400 ↘

Secondary Central Processing Unit CPU
(Store of Initial Table / Initial Player Position Assignments)
(Store of Table / Player Position Re-Assignments)
(Store of Remaining Players)
(Store of Eliminated Players)
(Store of Dealer Initial Table Assignments / Table Re-Assignments)
(Store of Tournament Betting Limits / Blinds / Antes)
(Store of Table Replenishment Algorithm)
(Store of Table Re-Filling / Table Replenishment Algorithm)
(Store of Table Closure Algorithm)

Figure 5a

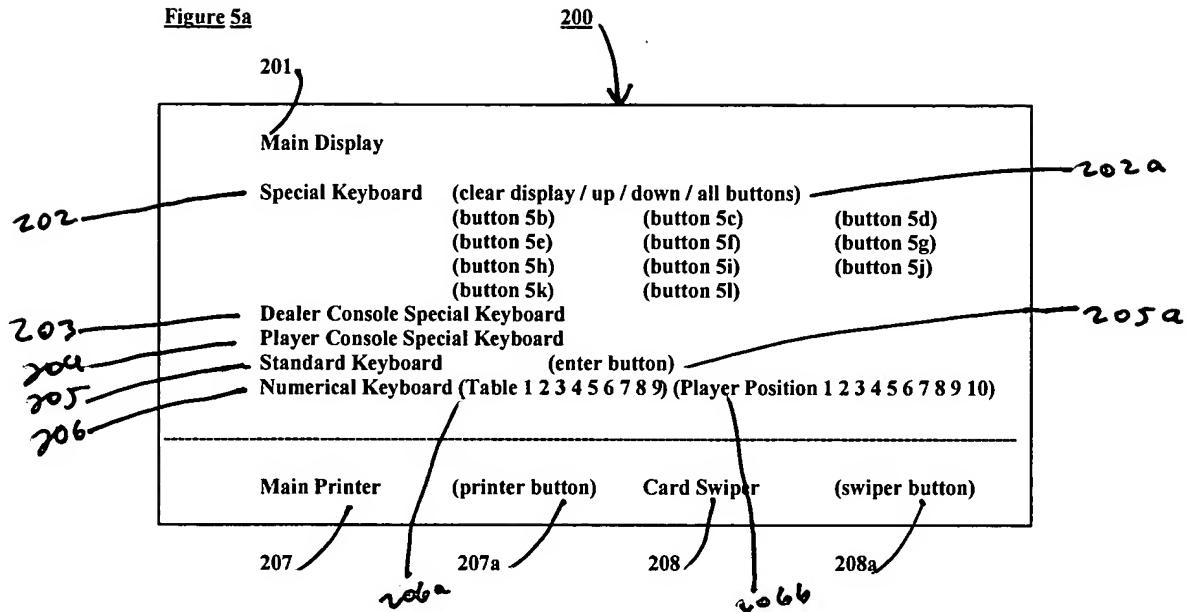


Figure 5b

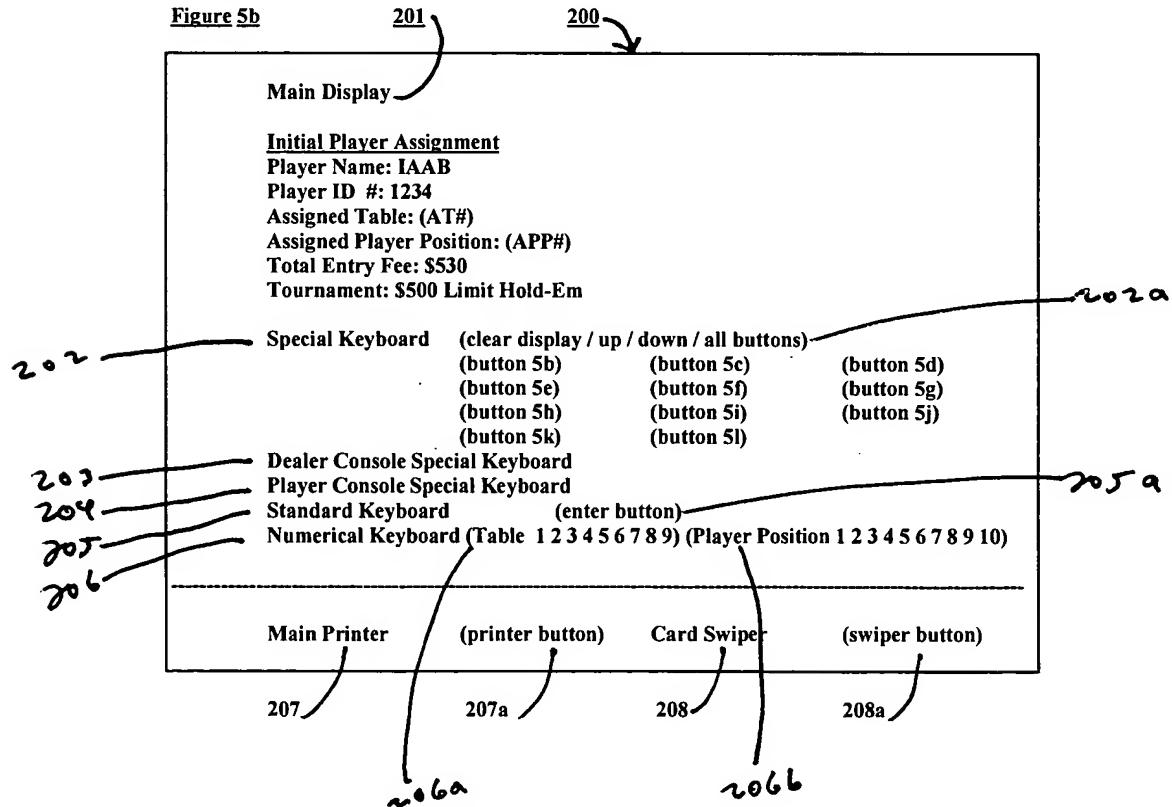


Figure 5c

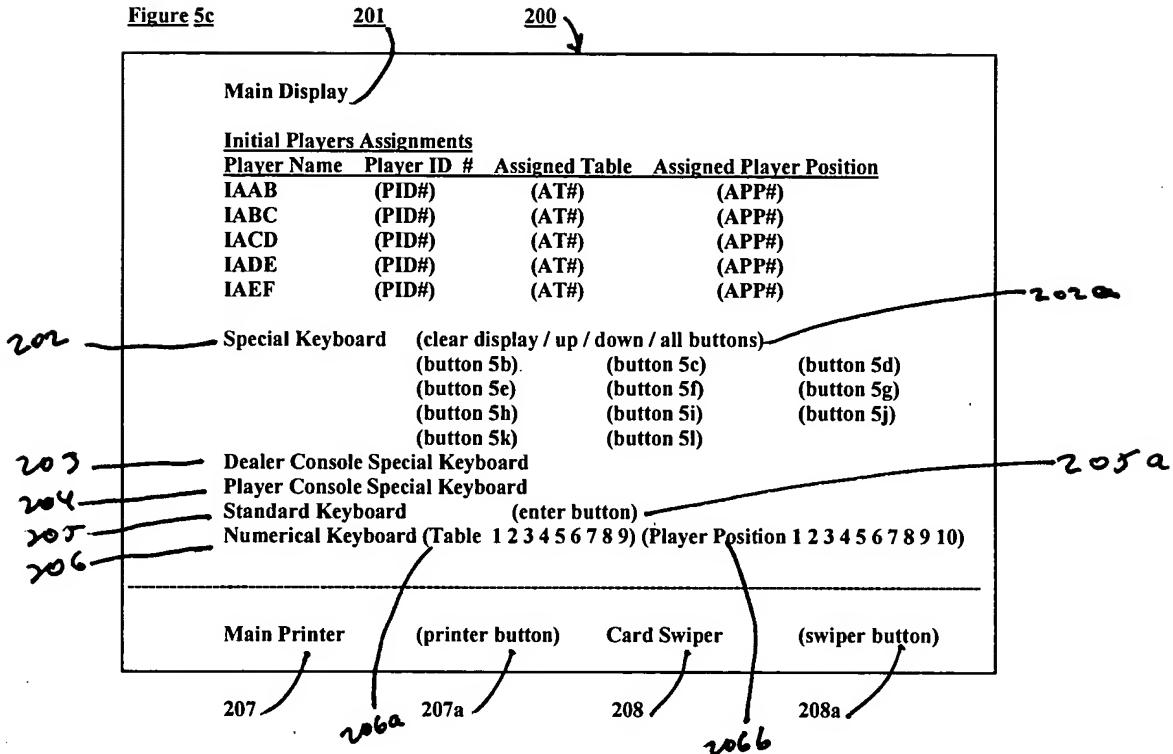


Figure 5d

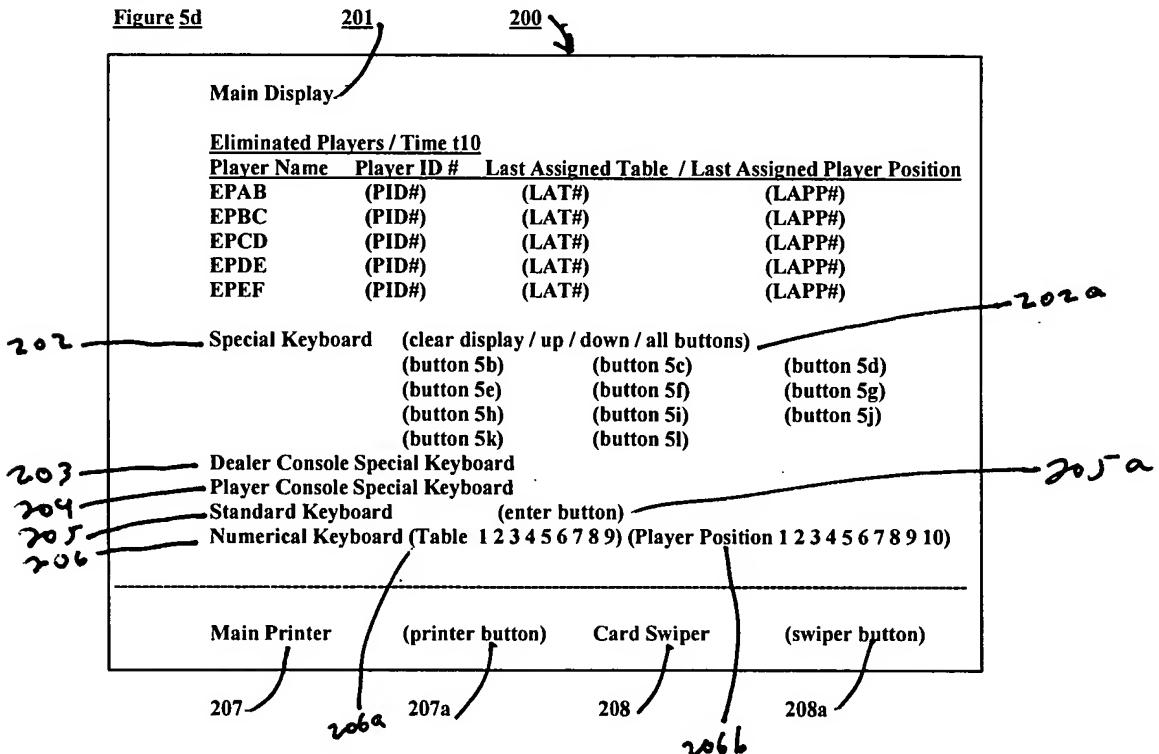


Figure 5e

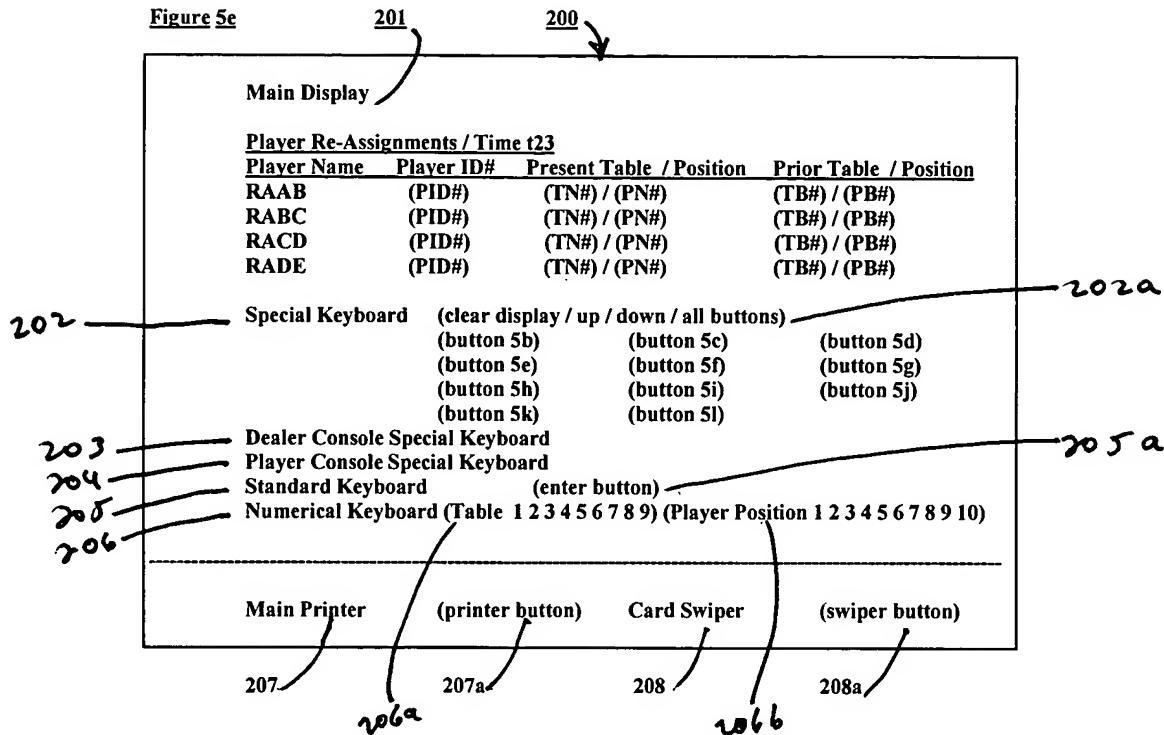


Figure 5f

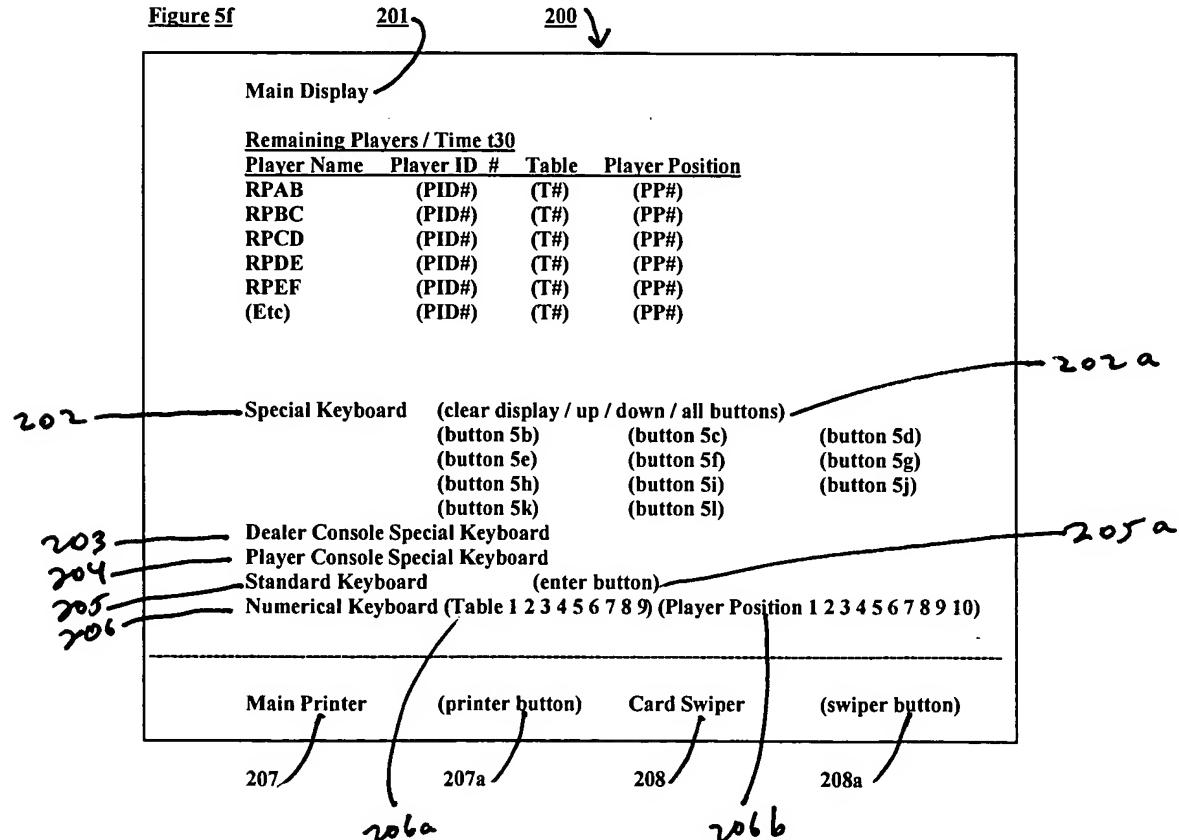


Figure 5g

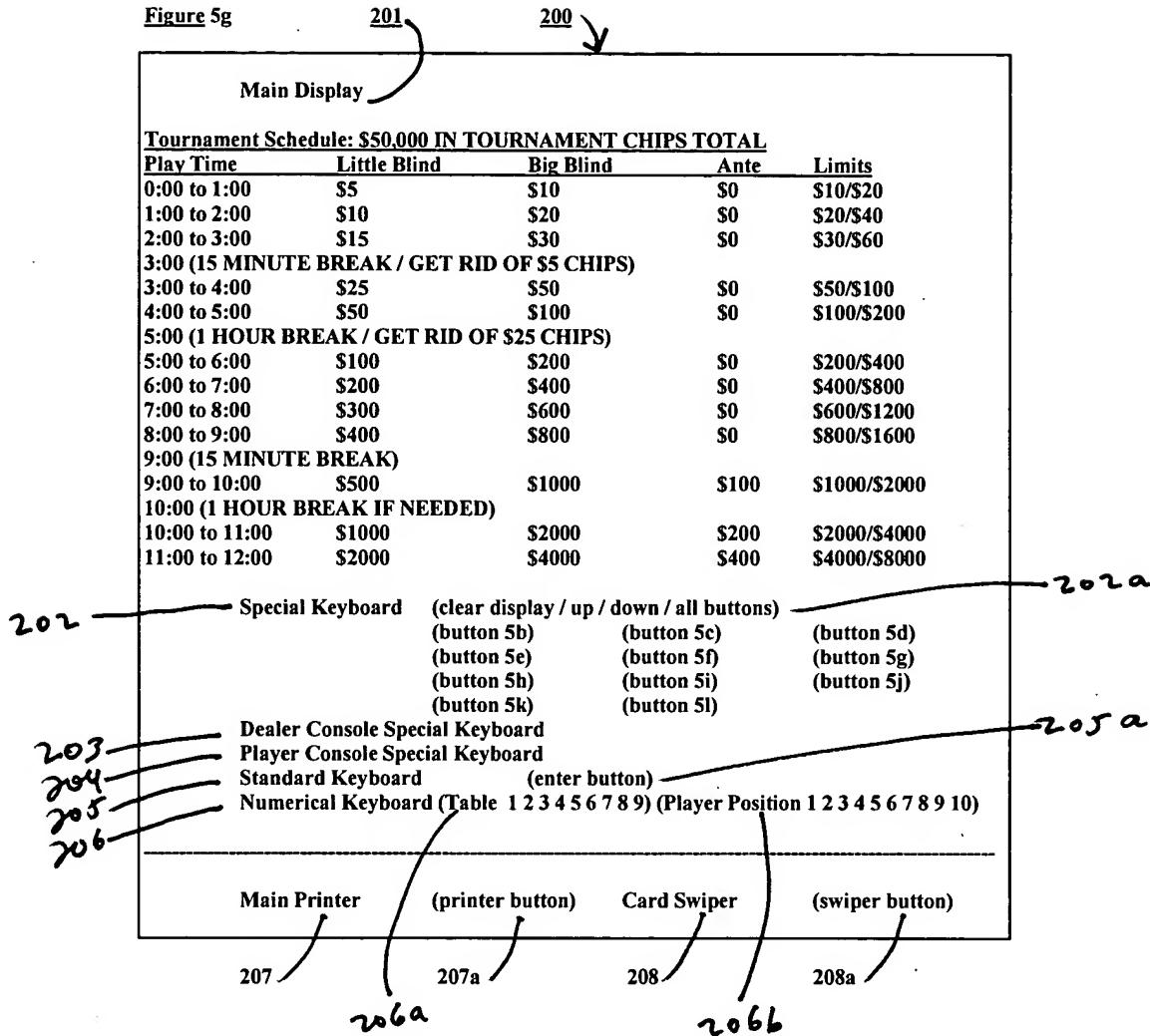


Figure 5h

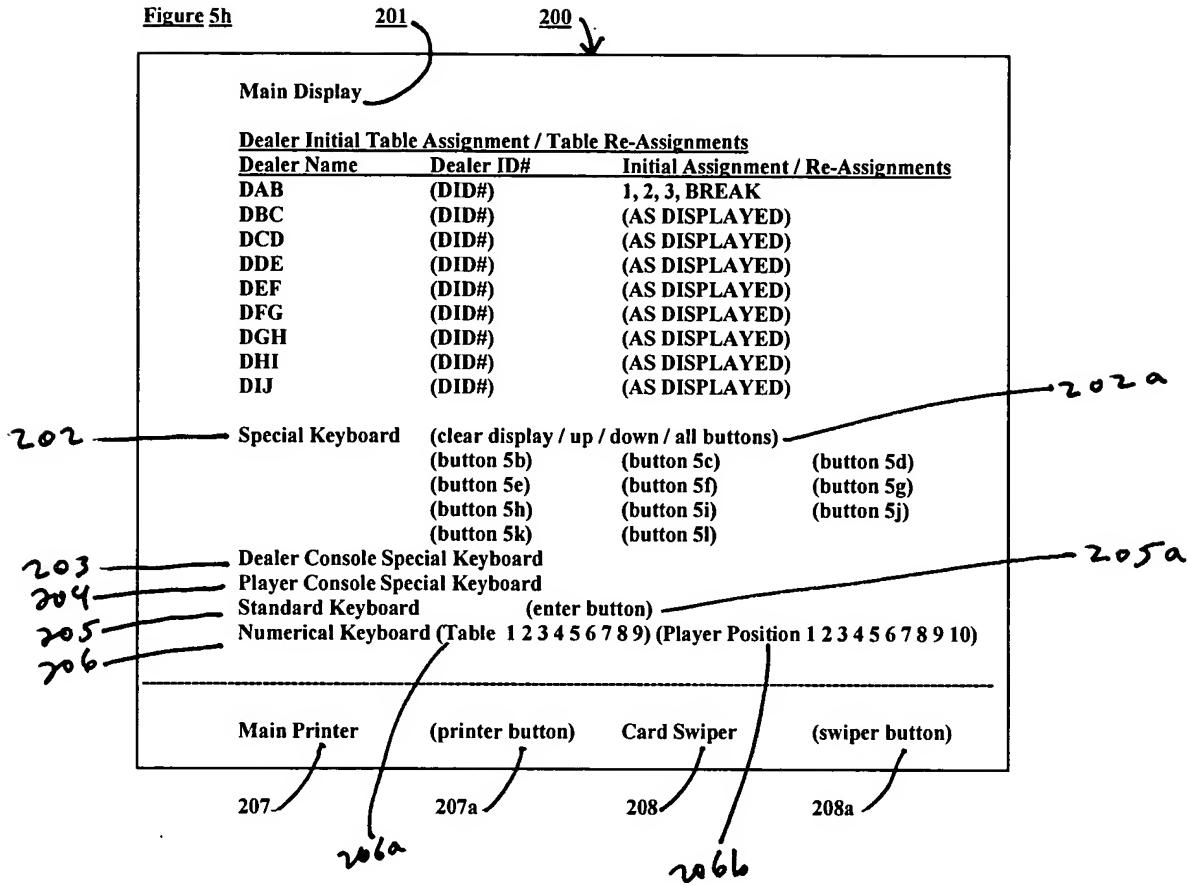


Figure 5i

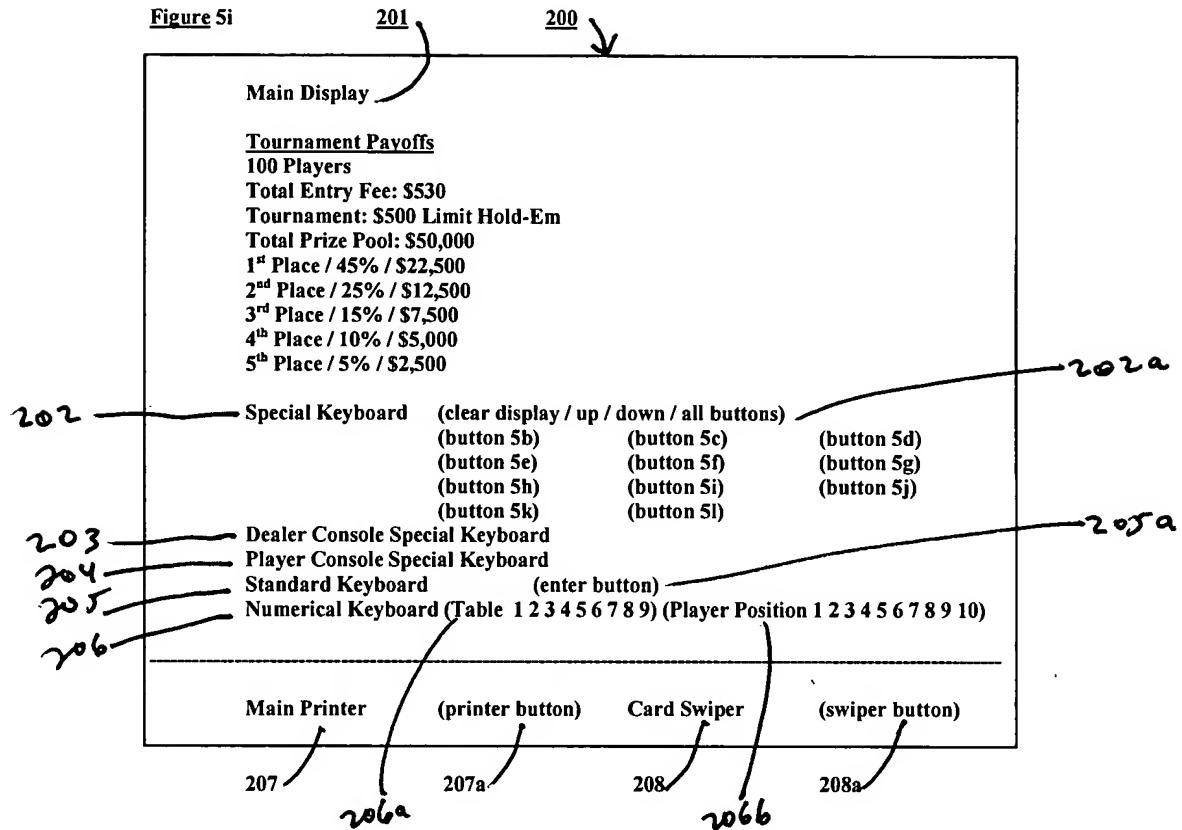


Figure 5j

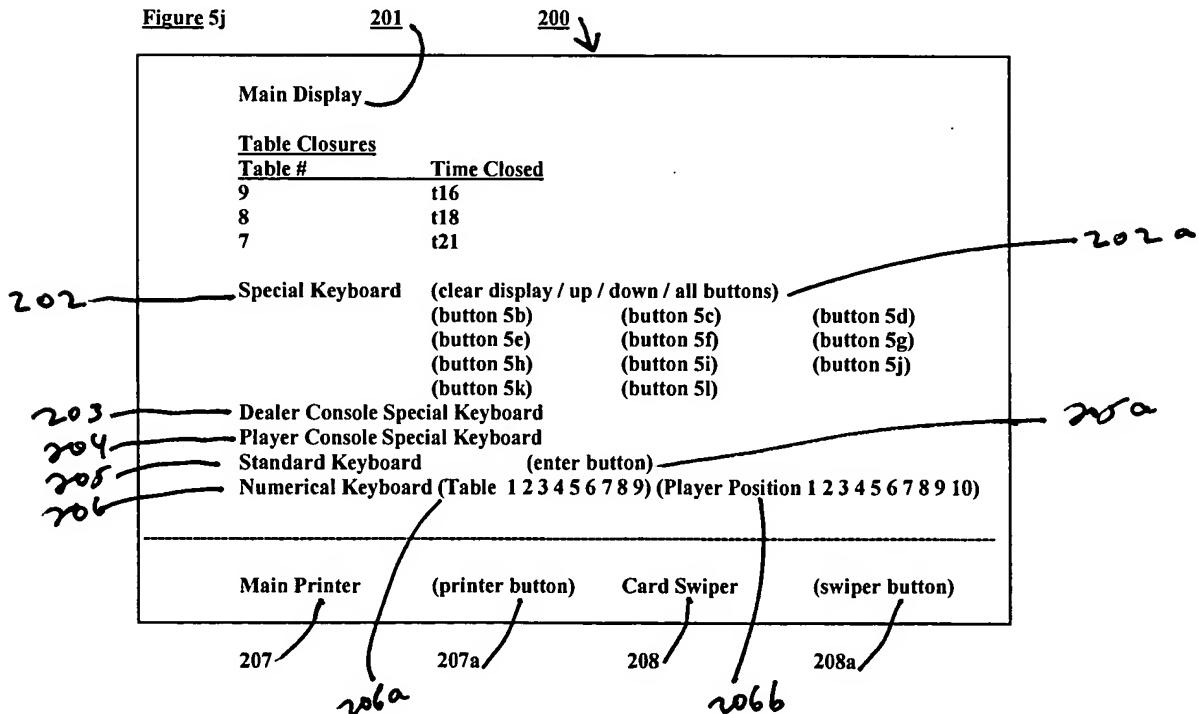


Figure 5k

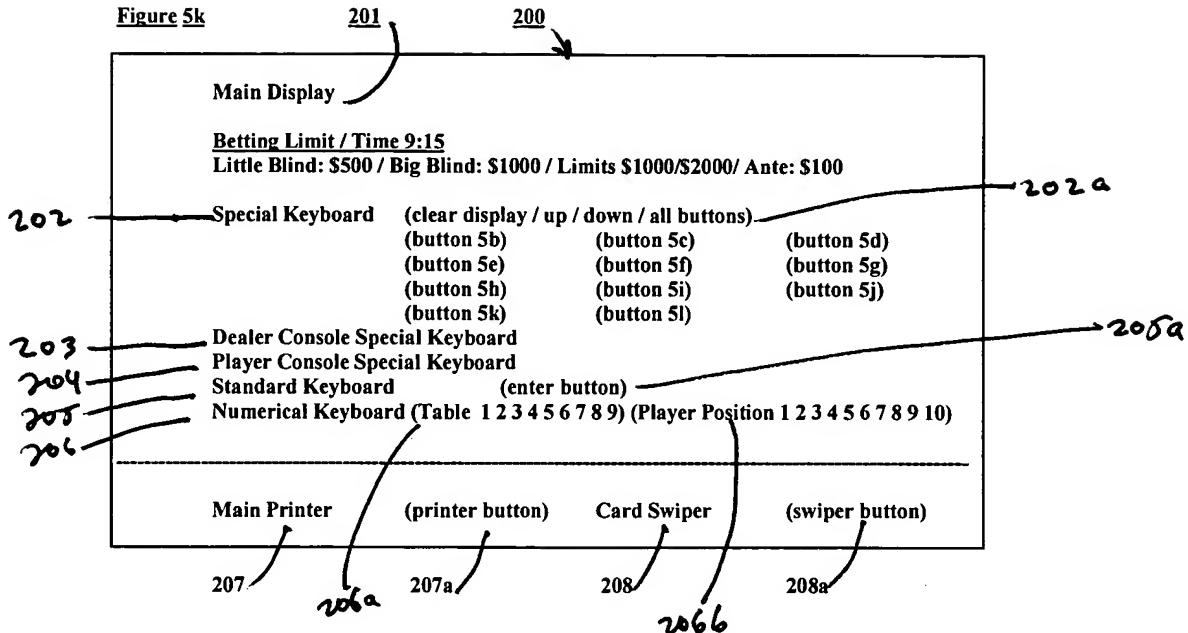


Figure 5m

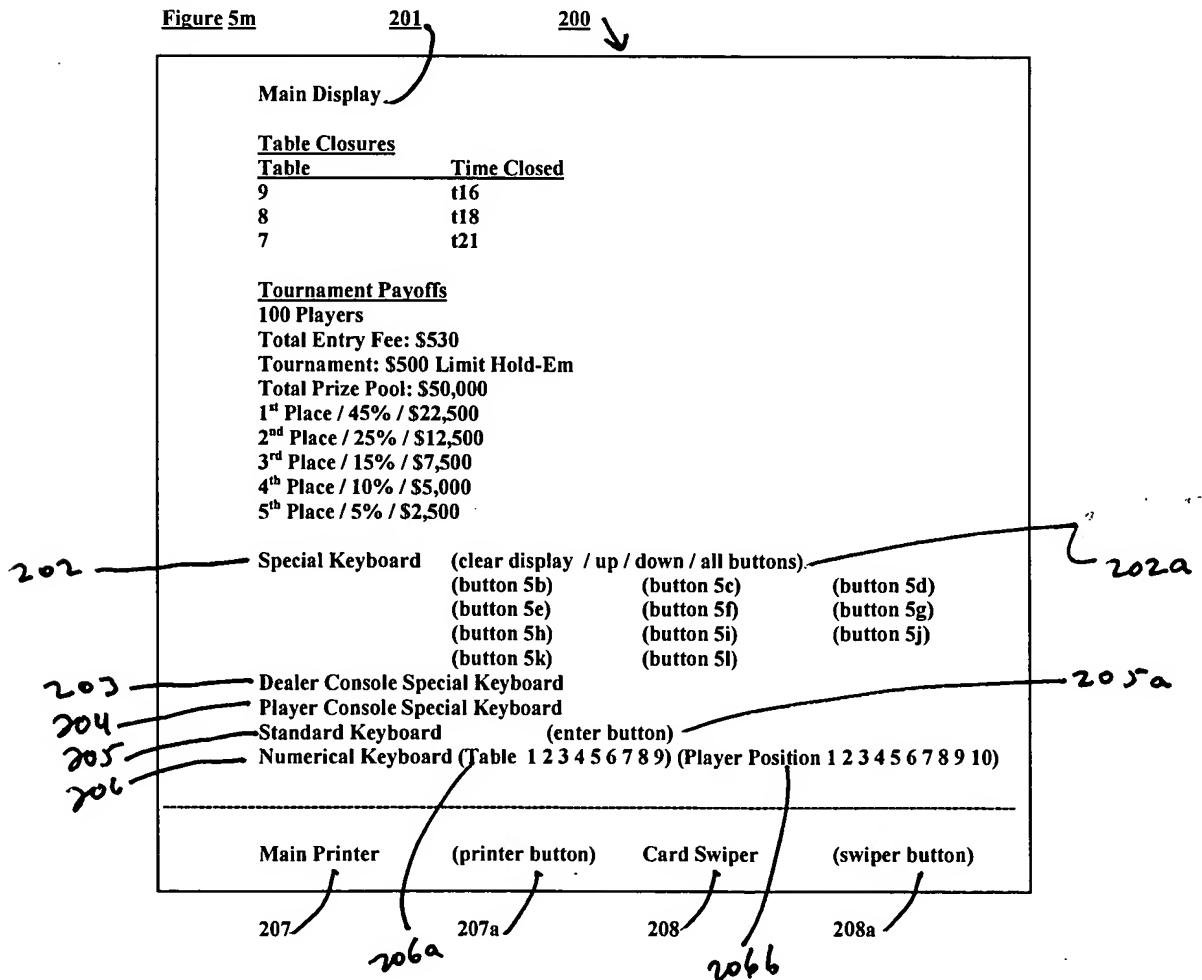


Figure 5l**201****200****Main Display****Tournament Time Line****Table Number:**

1	2	3	4	5	6	7	8	9	Action Taken / Tournament Time
# Players Left:									
10	10	10	10	10	10	10	10	10	Start of game / (Time t4)
10	10	10	9	10	10	10	10	10	New / No action taken / (Time t5)
10	9	10	9	10	10	10	10	10	New / No action taken / (Time t6)
10	9	10	9	10	10	9	10	10	New / No action taken / (Time t7)
10	9	10	8	10	10	9	10	10R	Re-assign 1 player from table 9 to table 4 / (Time t8)
10	9	10	9	10	10	9	10	9	Result of re-assignment / (Time t9)
10	8	10	9	10	10	9	10R	9	Re-assign 1 player from table 8 to table 2 / (Time t10)
10	9	10	9	10	10	9	9	9	Result of re-assignment / (Time t11)
10	9	10	9	9	10	9	9	9	New / No action taken / (Time t12)
8	9	9	9	9	10R	9	9	9	Re-assign 1 player from table 6 to table 1 / (Time t13)
9	9	9	9	9	9	9	9	9	Result of re-assignment / (Time t14)
9	9	9	9	9	9	9	9	9	New / No action taken / (Time t15)
7	9	7	9	9	9	9	9	9C	Close table 9 / Re-assign all players to tables 1-5 / (Time t16)
10	10	10	10	10	9	9	9	0	Result of re-assignment / (Time t17)
9	8	9	8	9	9	9	9C	0	Close table 8 / Re-assign all players to tables 1-7 / (Time t18)
10	10	10	10	10	10	10	0	0	Result of re-assignment / (Time t19)
8	9	9	8	9	9	9	0	0	New / No action taken / (Time t20)
8	8	9	8	9	9	9C	0	0	Close table 7 / Re-assign all players to tables 1-6 / (Time t21)
10	10	10	10	10	10	0	0	0	Result of re-assignment / (Time t22)
10R	8	9	9	9	9	0	0	0	Re-assign 1 player from table 1 to table 2 / (Time t23)
9	9	9	9	9	9	0	0	0	Result of re-assignment / (Time t24)
8	9	8	9	8	9	0	0	0	New / No action taken / (Time t25)
8	7	8	9	7	9C	0	0	0	Close table 6 / Re-assign all players to tables 1-5 / (Time t26)
10	10	10	9	9	0	0	0	0	Result of re-assignment / (Time t27)
8	9	8	8	8	0	0	0	0	New / No action taken / (Time t28)
7	9	7	8	7C	0	0	0	0	Close table 5 / Re-assign all players to tables 1-4 / (Time t29)
10	10	9	9	0	0	0	0	0	Result of re-assignment / (Time t30)
9	9	8	8	0	0	0	0	0	New / No action taken / (Time t31)
8	8	7	7C	0	0	0	0	0	Close table 4 / Re-assign all players to tables 1-3 / (Time t32)
10	10	10	0	0	0	0	0	0	Result of re-assignment / (Time t33)
8	8	9	0	0	0	0	0	0	New / No action taken / (Time t34)

Special Keyboard

(clear display / up / down / all buttons)

(button 5b) (button 5c) (button 5d)
 (button 5e) (button 5f) (button 5g)
 (button 5h) (button 5i) (button 5j)
 (button 5k) (button 5l)

Dealer Console Special Keyboard**Player Console Special Keyboard****Standard Keyboard**

(enter button)

Numerical Keyboard

(Table 1 2 3 4 5 6 7 8 9)

(Player Position 1 2 3 4 5 6 7 8 9 10)

Main Printer

(printer button)

Card Swiper

(swiper button)

202

206

207

201

207a

205a

208

208a

202a

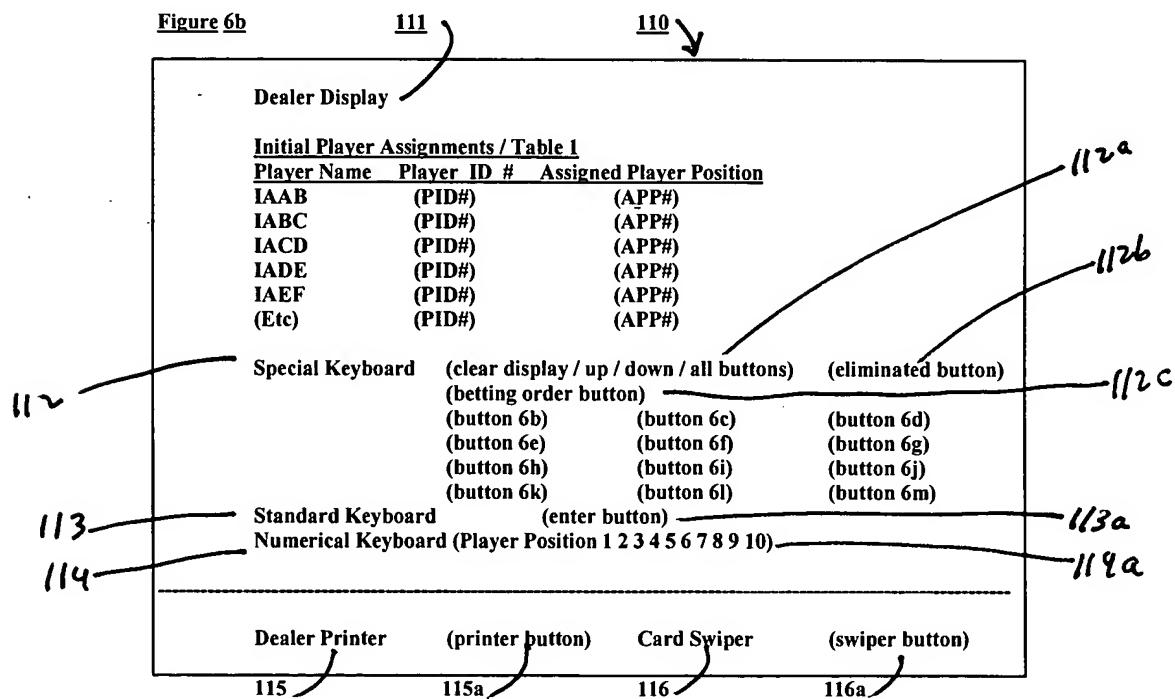
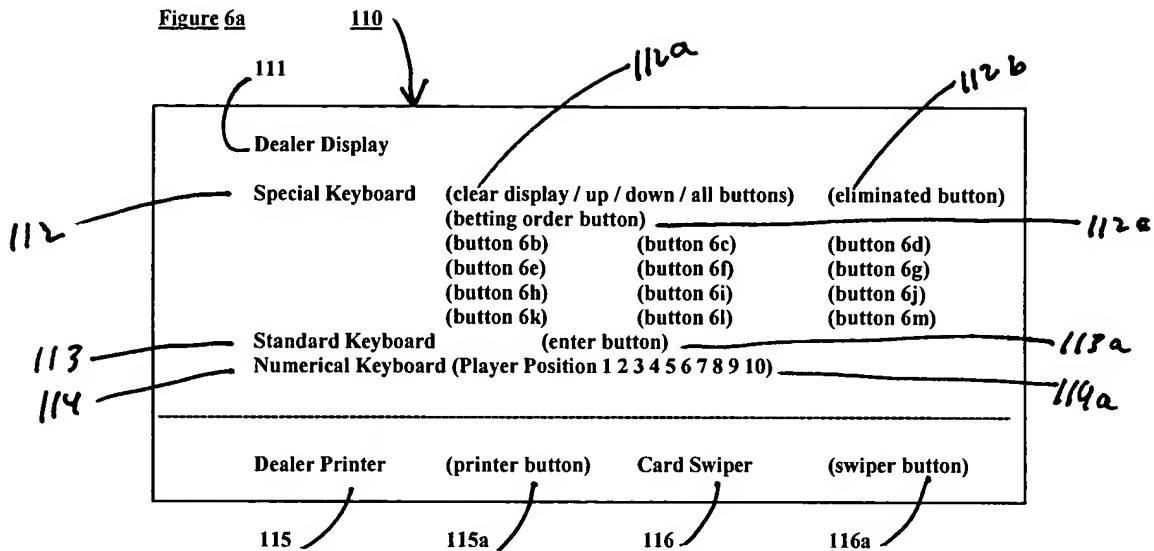


Figure 6c

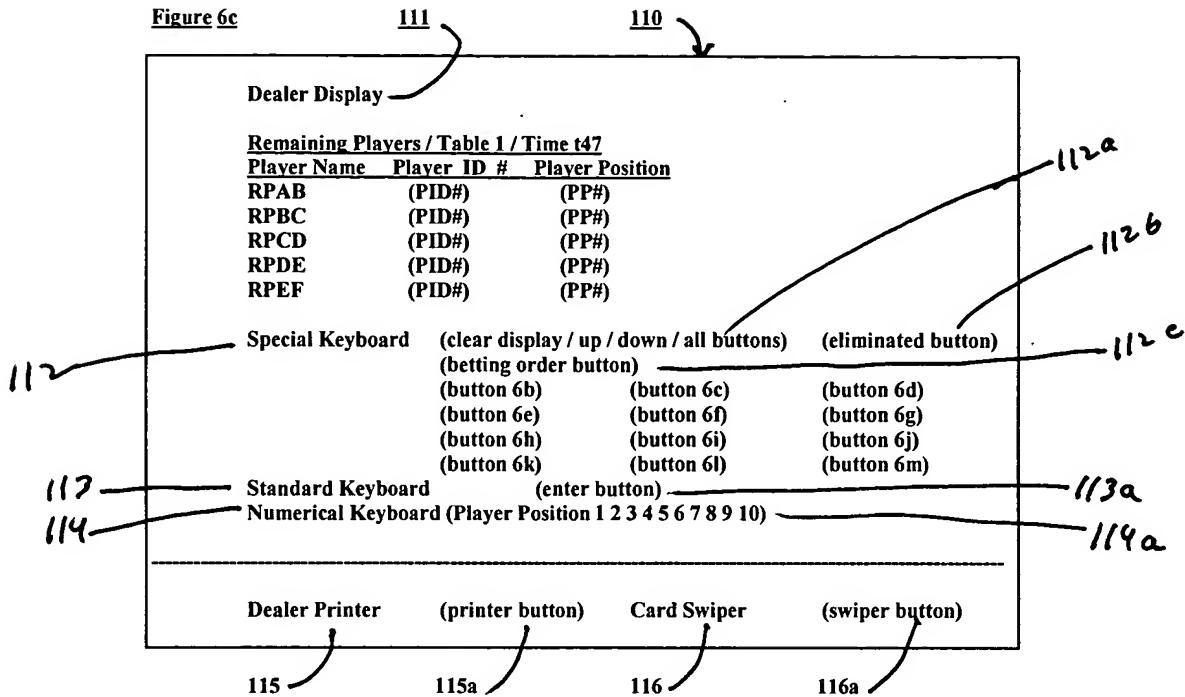


Figure 6d

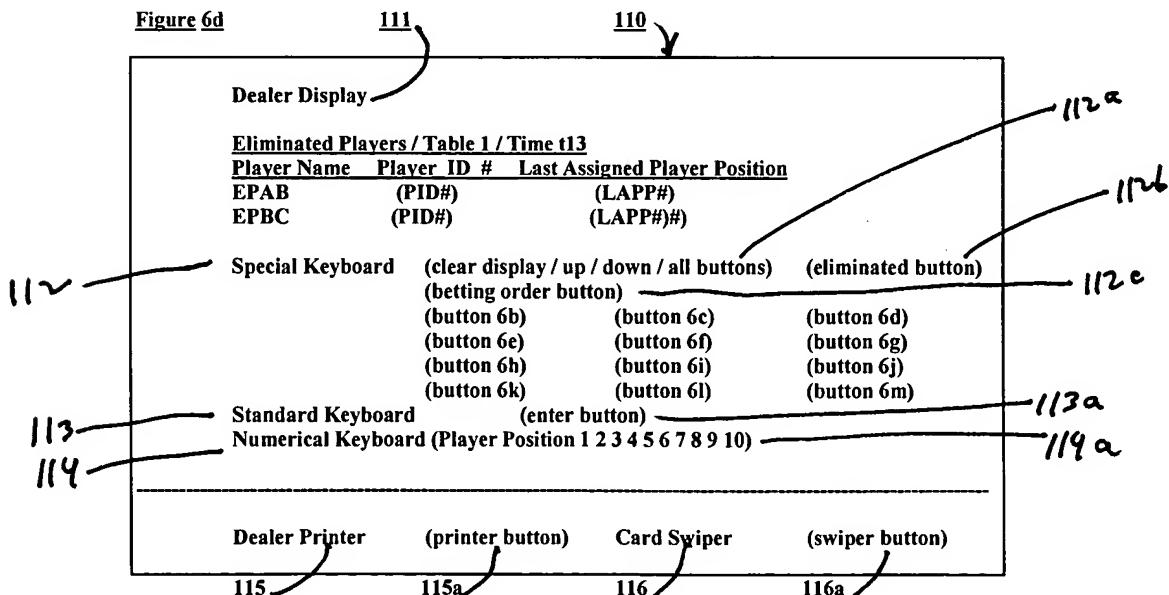


Figure 6e

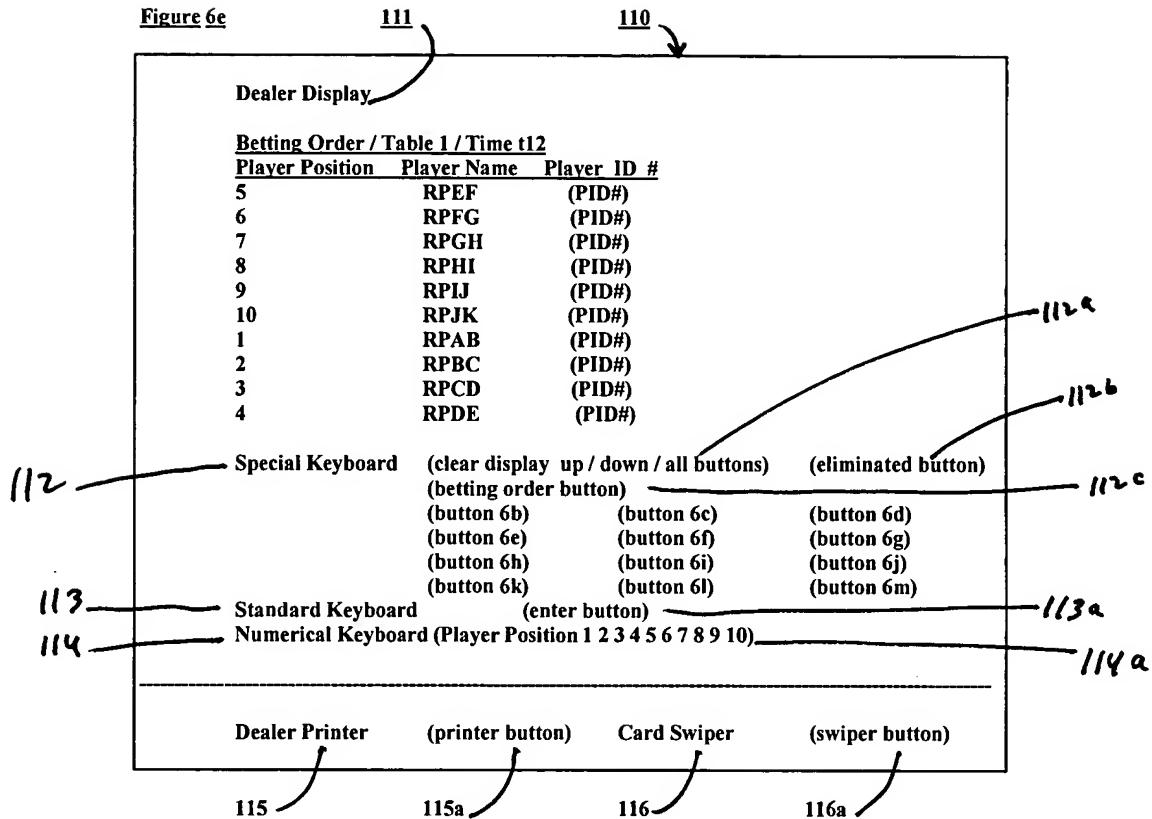


Figure 6f

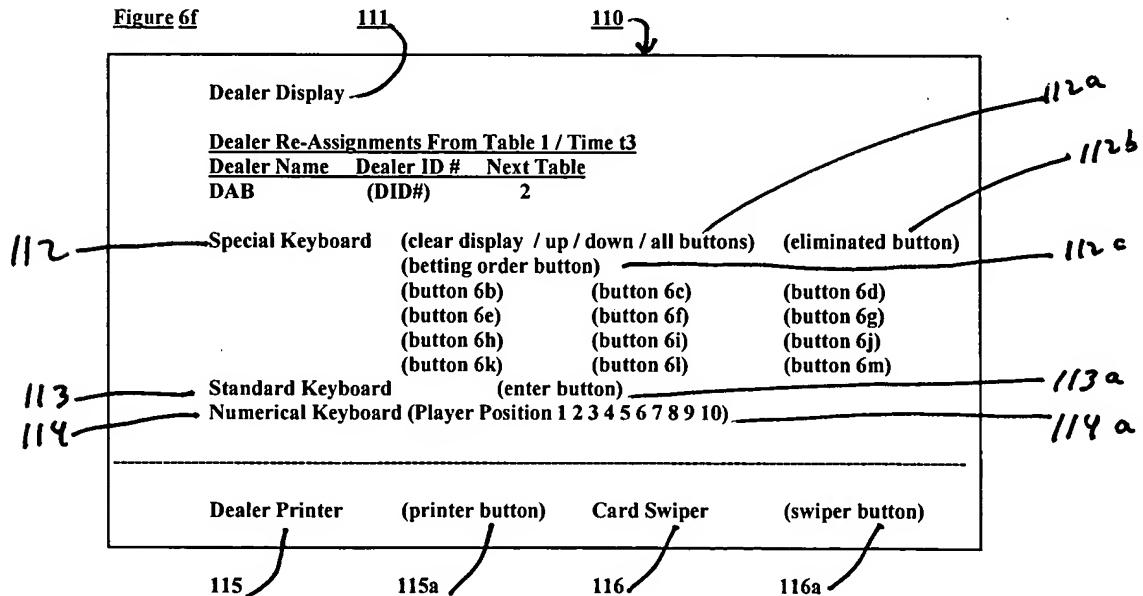


Figure 6g

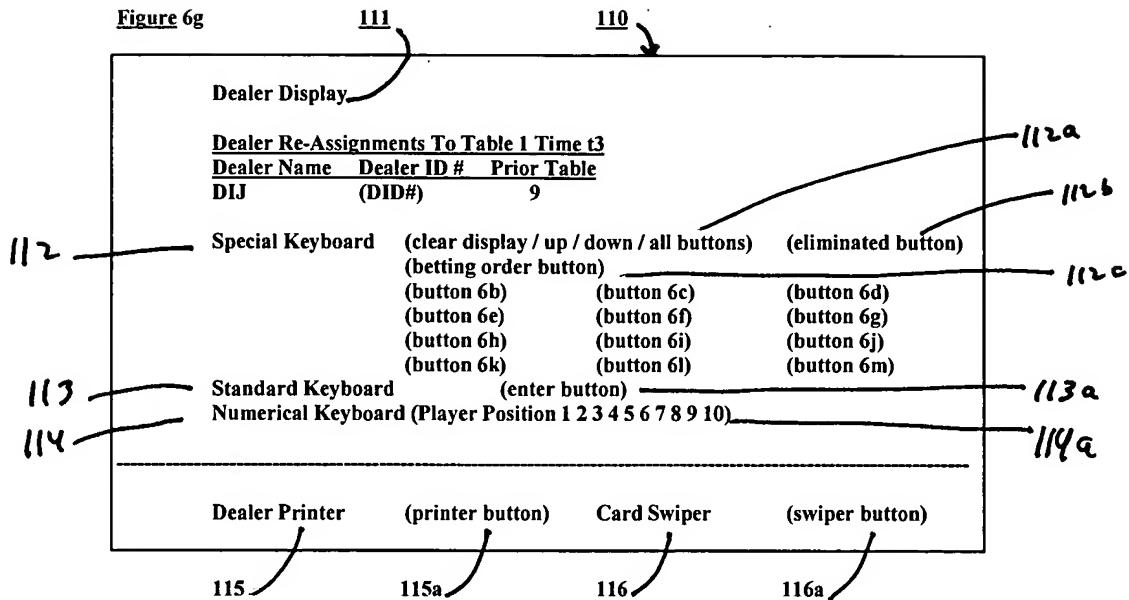


Figure 6h

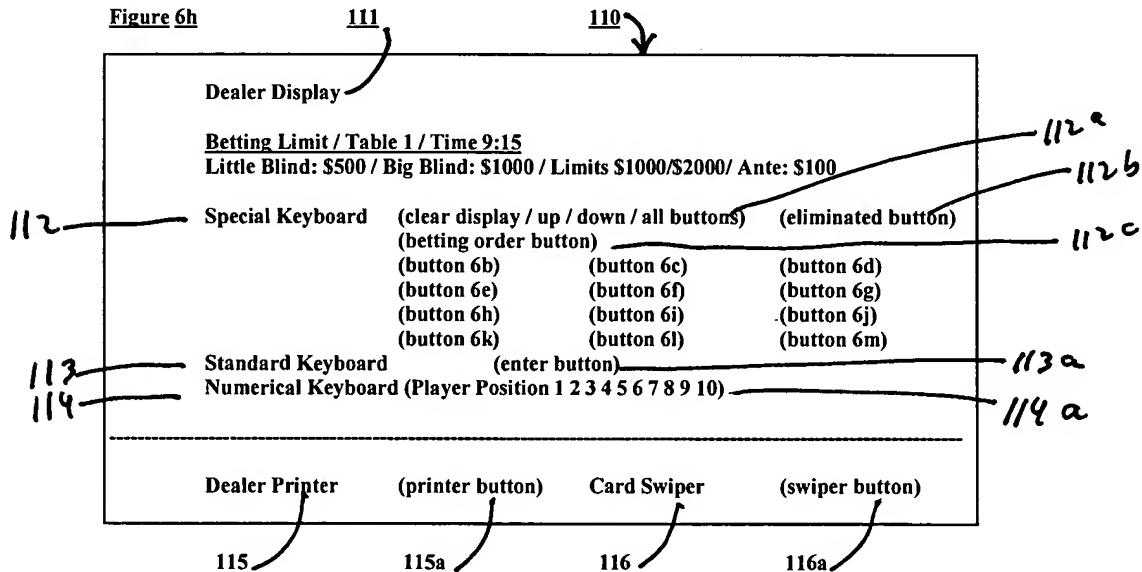


Figure 6i

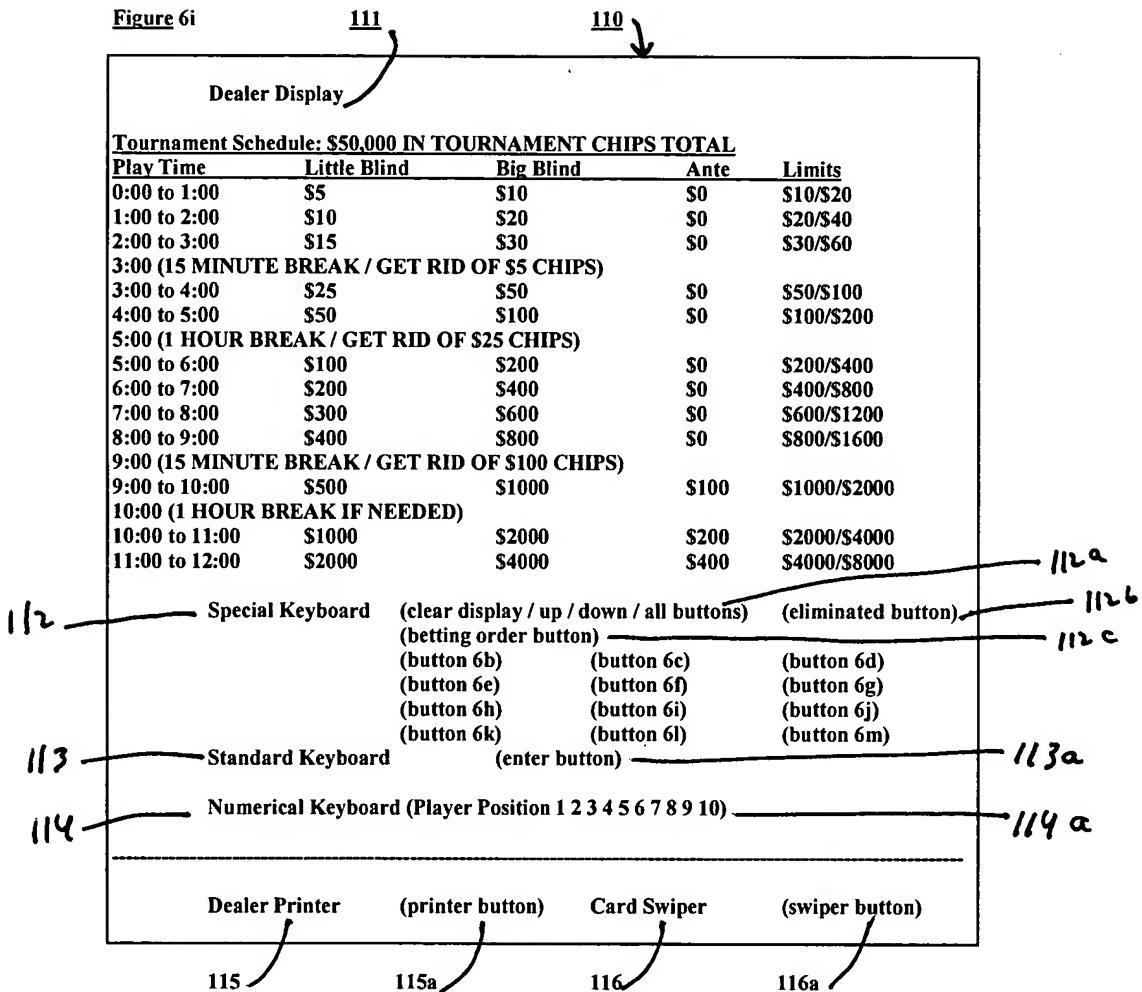


Figure 6j

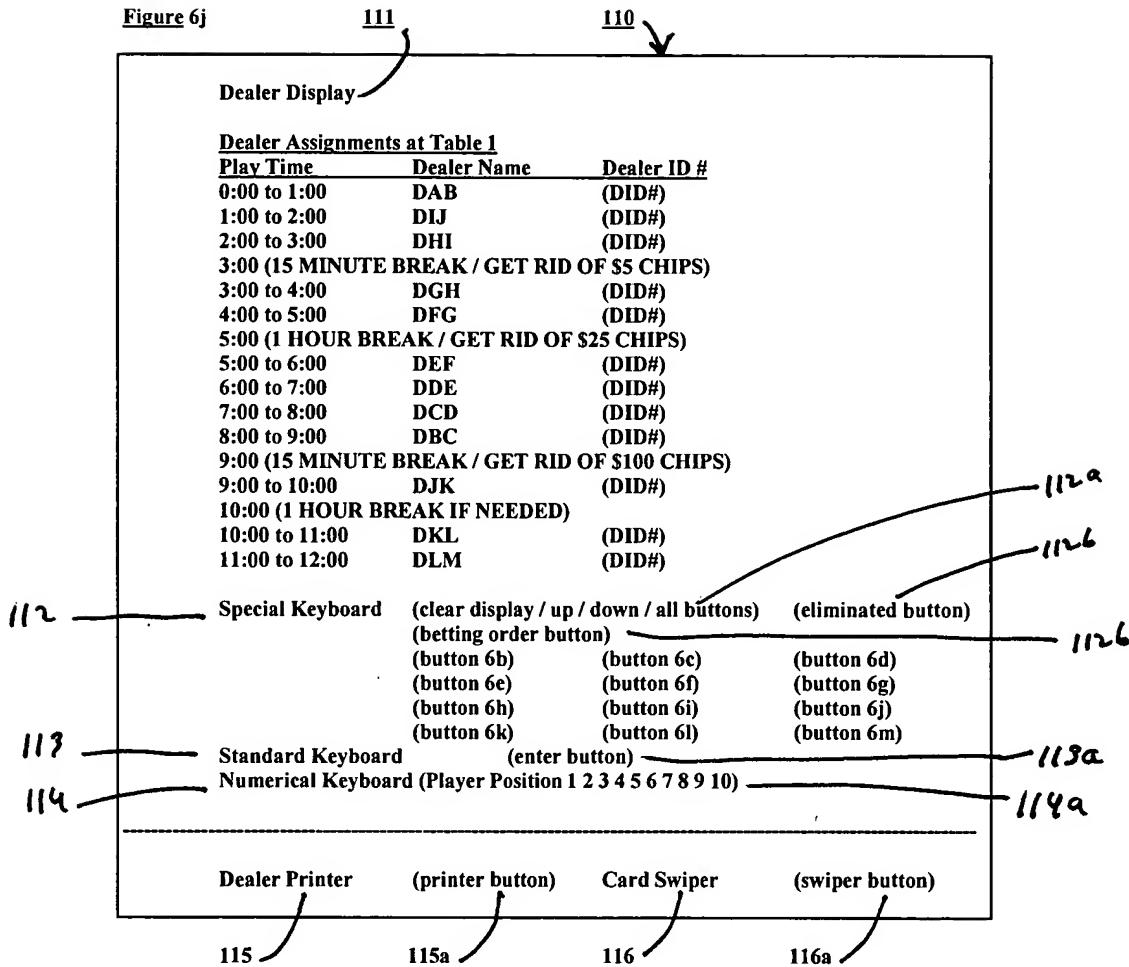


Figure 6k

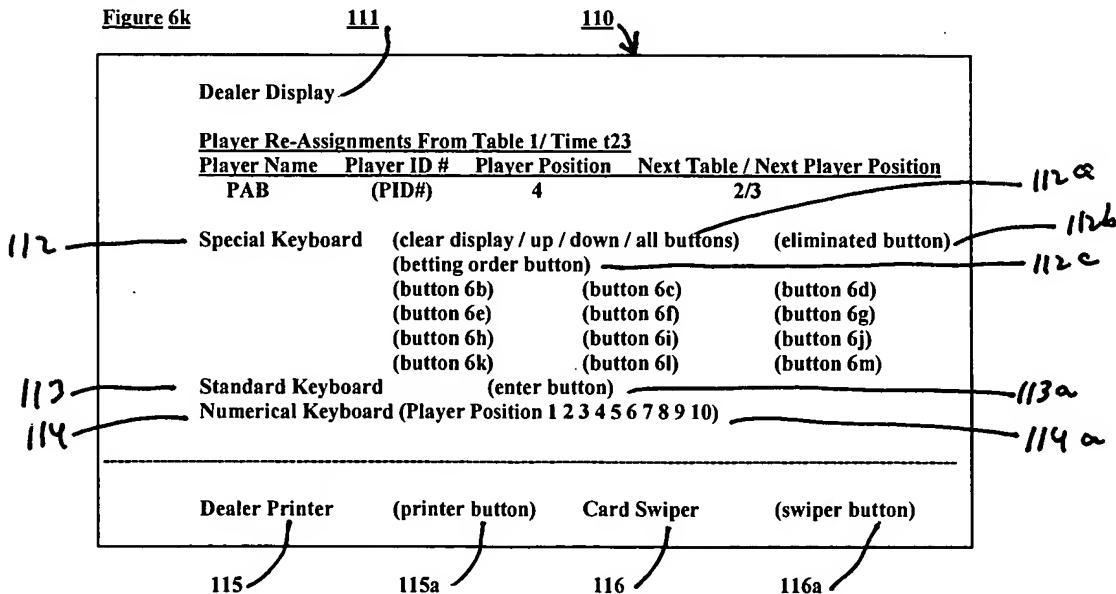


Figure 6l

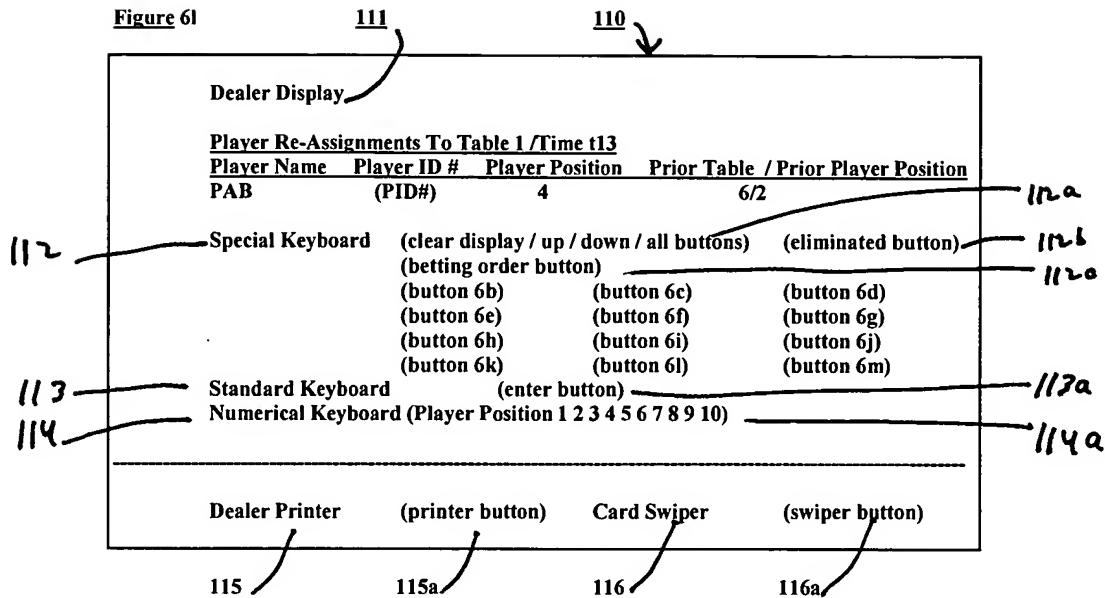


Figure 6m

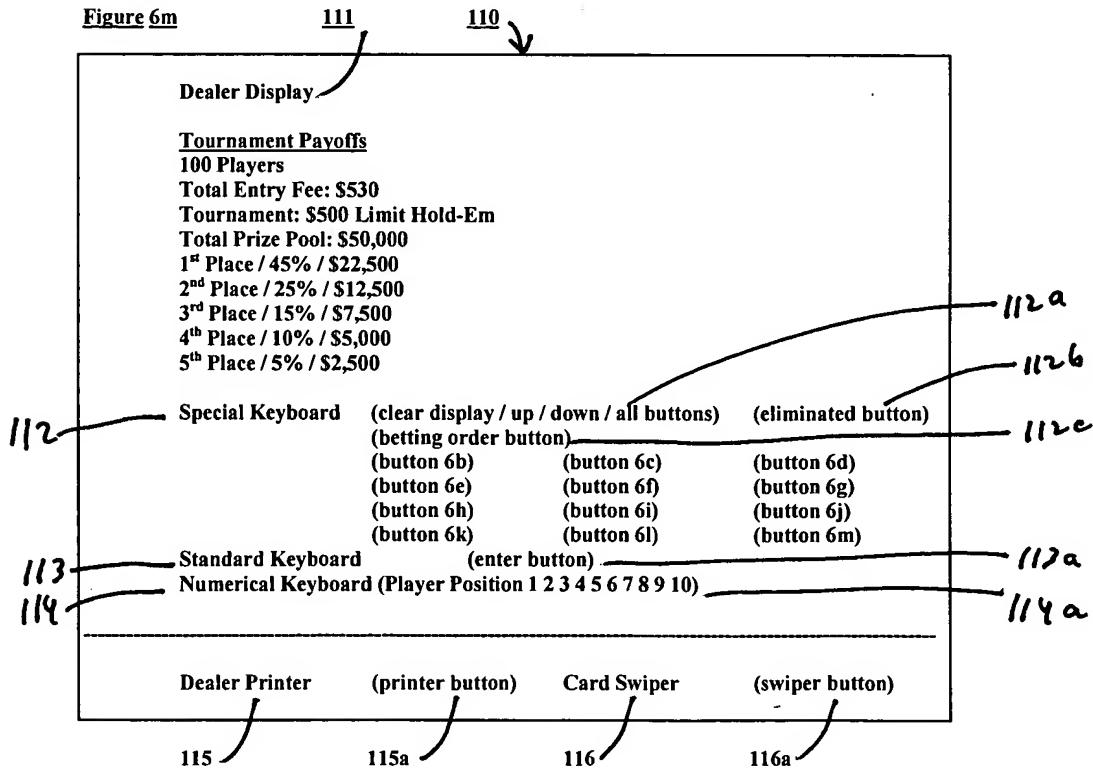


Figure 6n

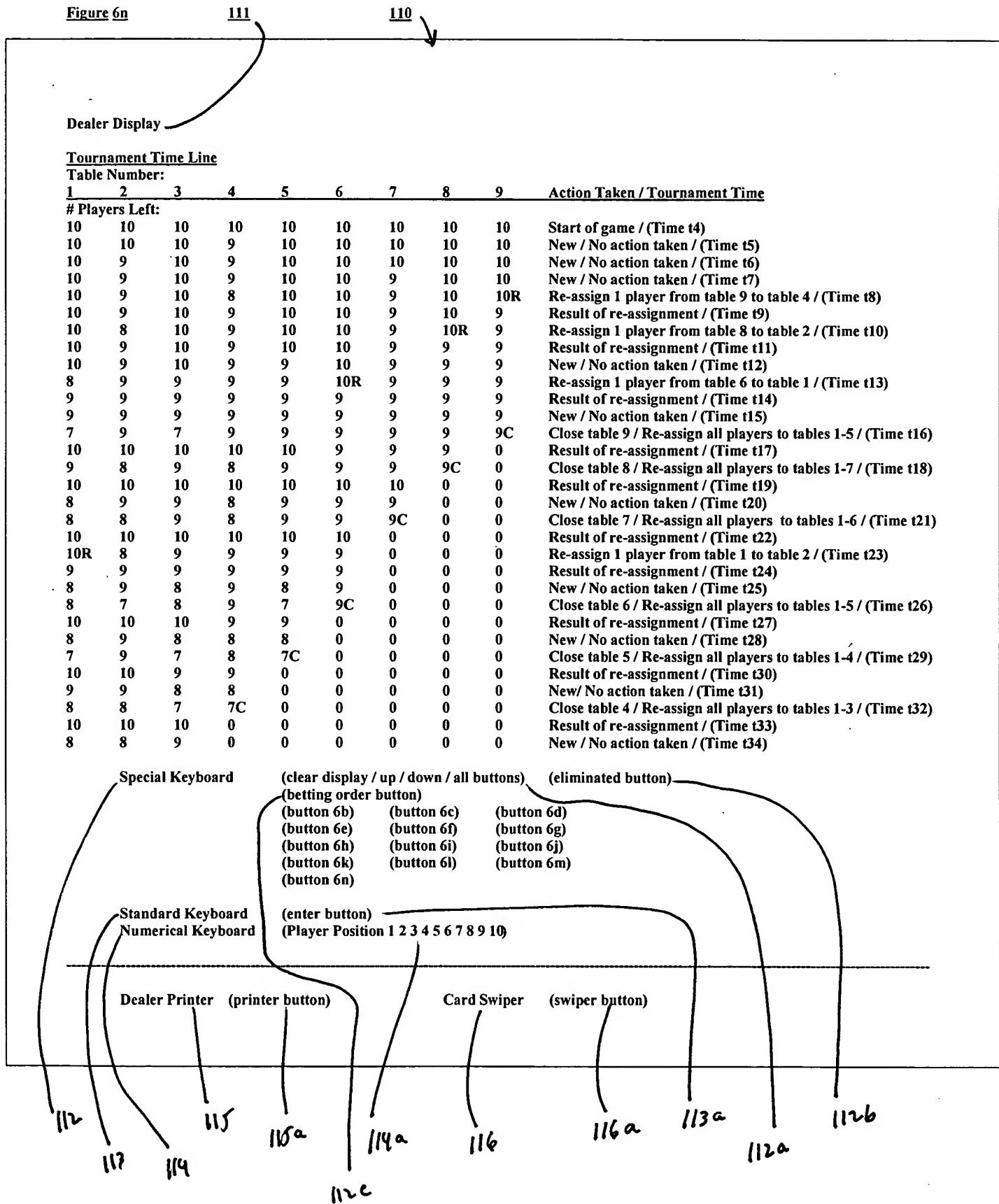


Figure 7a

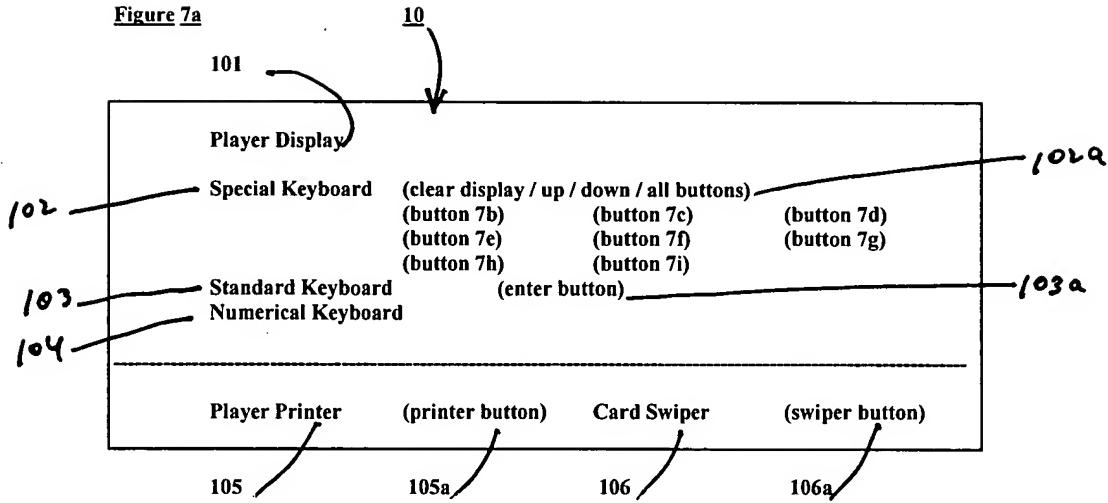


Figure 7b

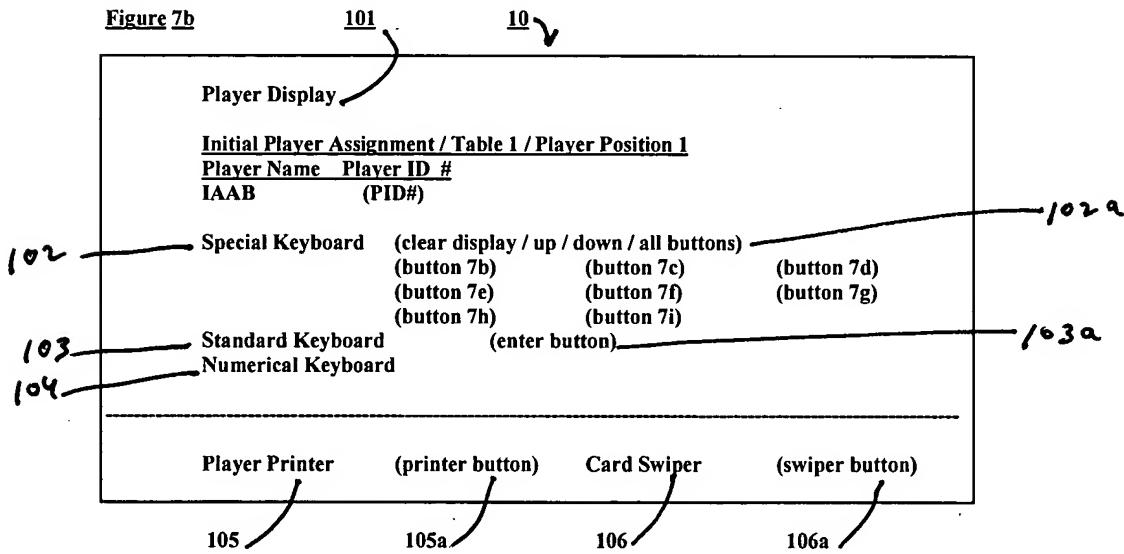


Figure 7c

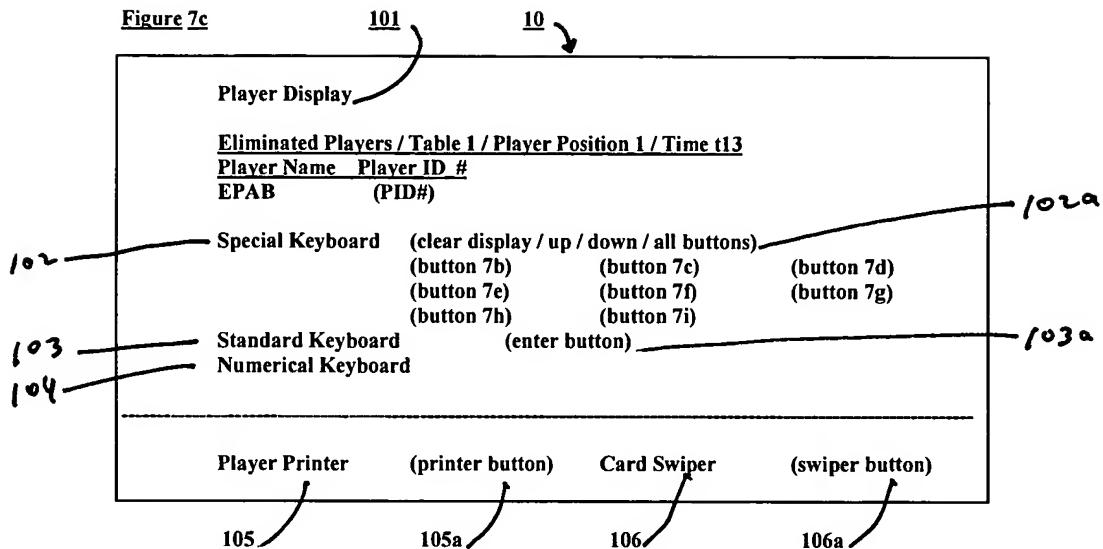


Figure 7d

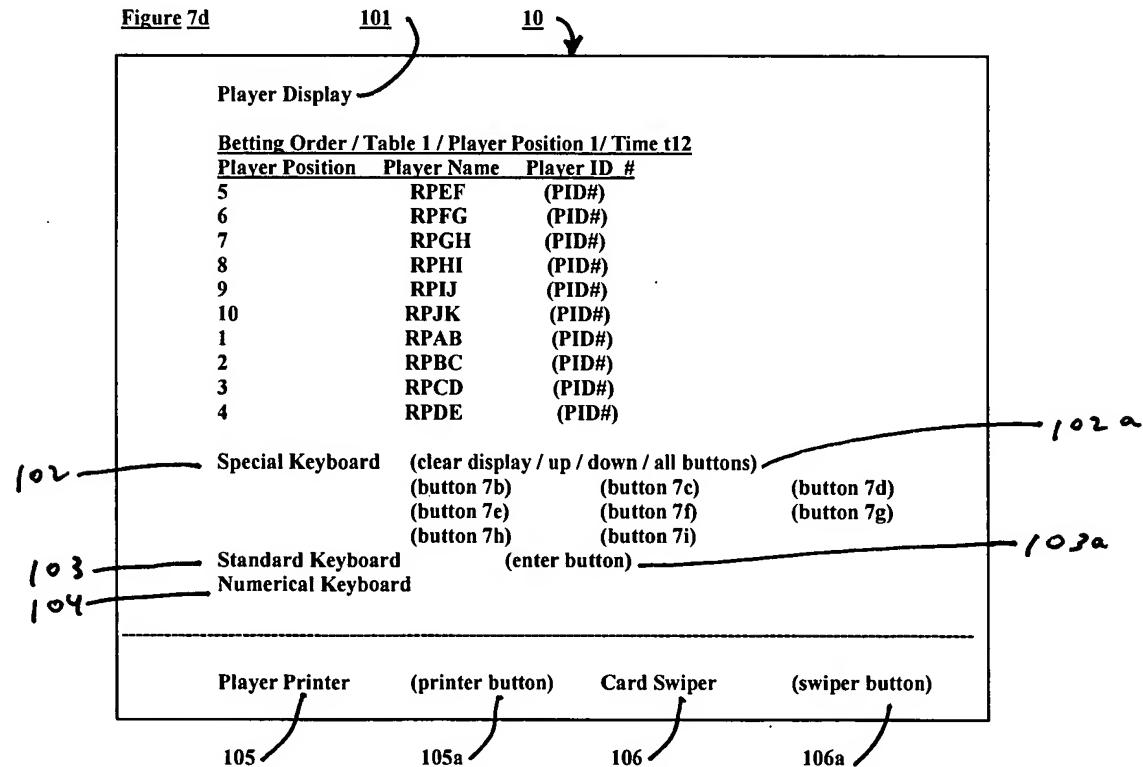


Figure 7e

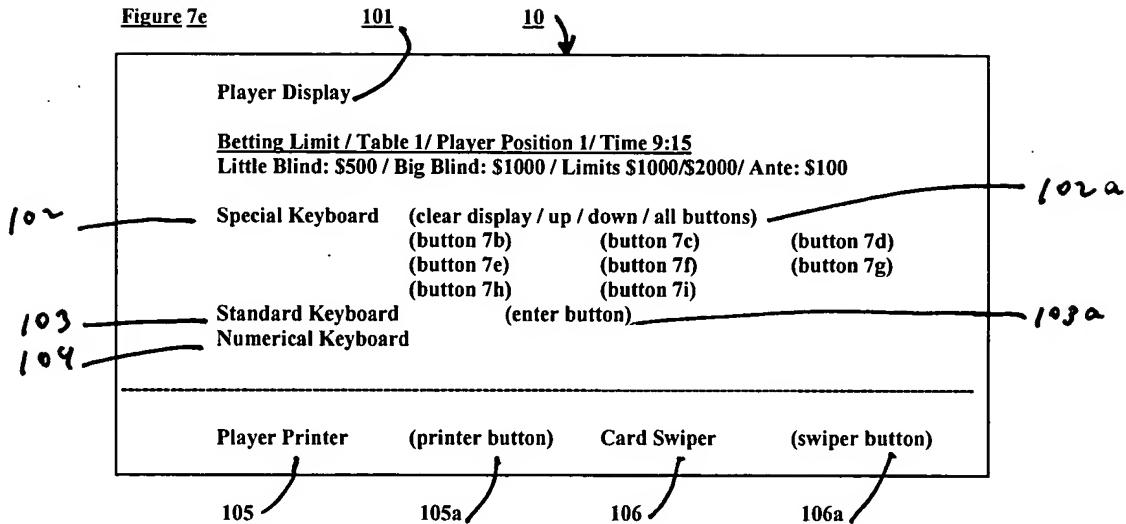


Figure 7f

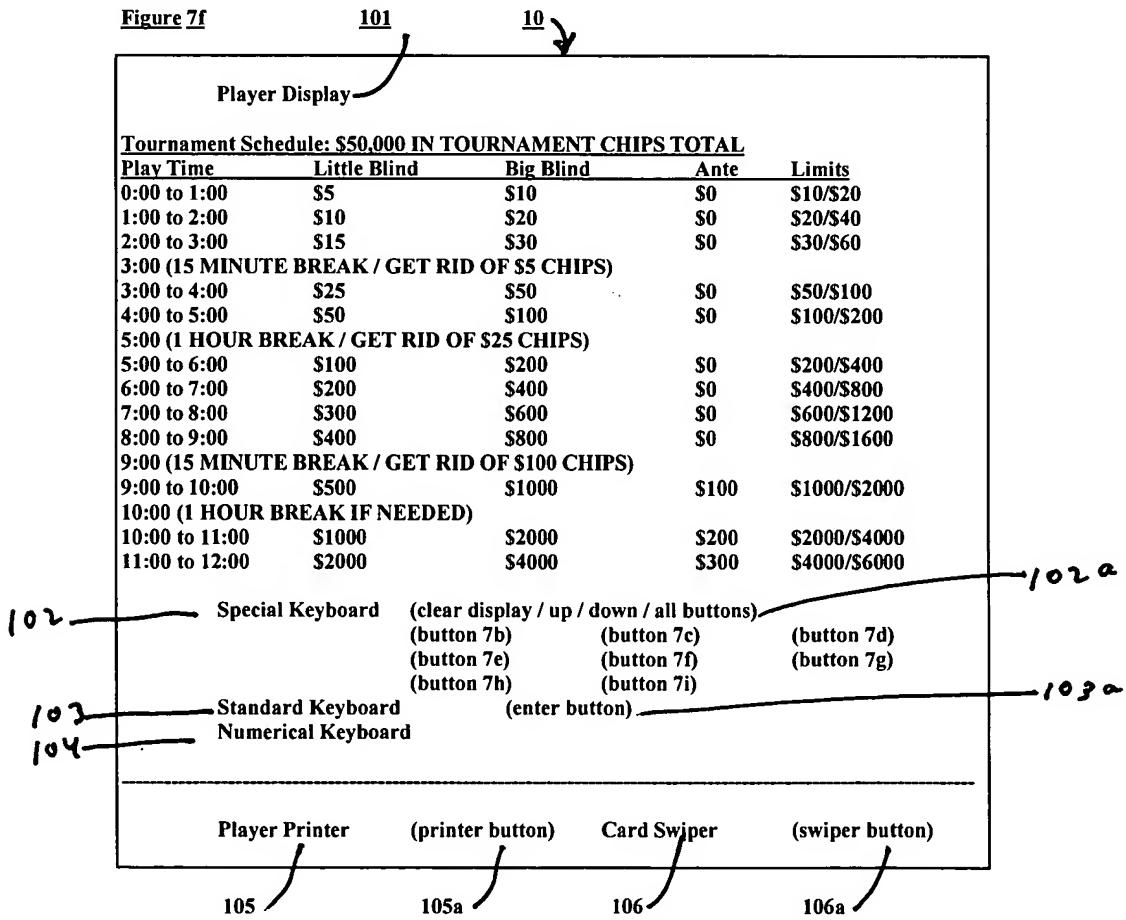


Figure 7g

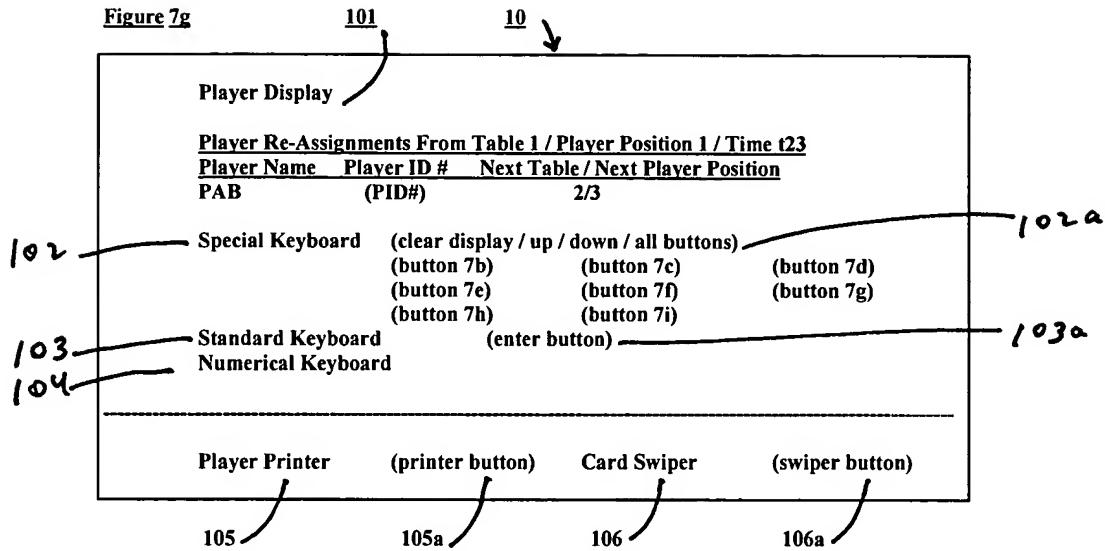


Figure 7h

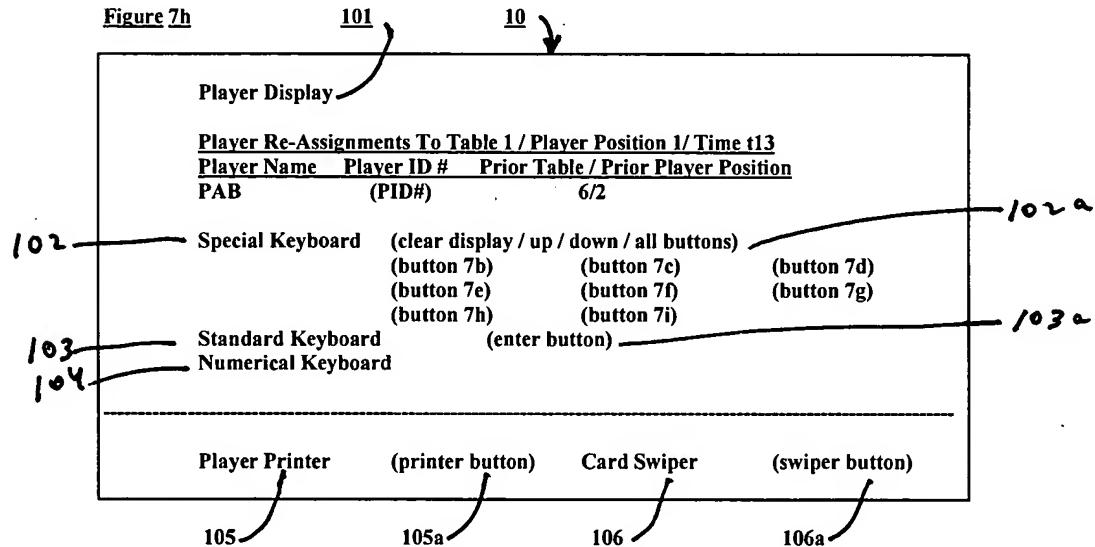


Figure 7i

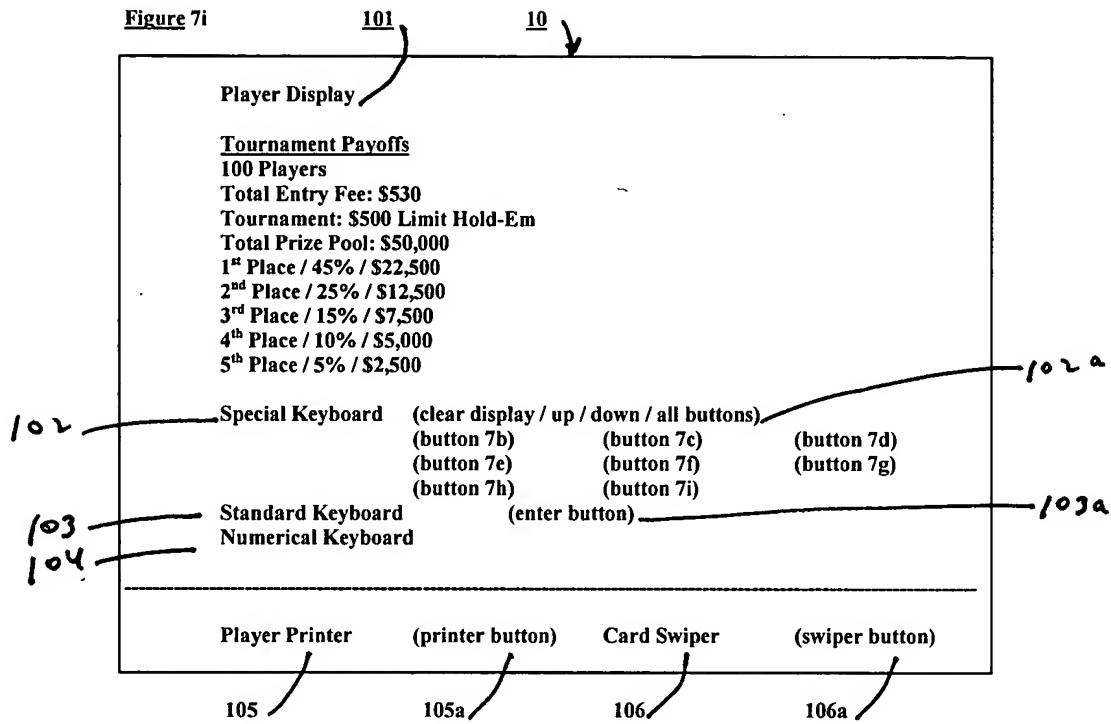


Figure 8

1	Table Number:	2	3	4	5	6	7	8	9	Action Taken / Tournament Time	
3	# Players Left:	1	2	3	4	5	6	7	8	9	
4	10	10	10	10	10	10	10	10	10	Start of game / (Time t4)	
5	10	10	10	9	10	10	10	10	10	New / No action taken / (Time t5)	
6	10	9	10	9	10	10	10	10	10	New / No action taken / (Time t6)	
7	10	9	10	9	10	10	9	10	10	New / No action taken / (Time t7)	
8	10	9	10	8	10	10	9	10	10R	Re-assign 1 player R from table 9 to table 4 / (Time t8)	
9	10	9	10	9	10	10	9	10	9	Result of re-assignment / (Time t9)	
10	10	8	10	9	10	10	9	10R	9	Re-assign 1 player R from table 8 to table 2 / (Time t10)	
11	10	9	10	9	10	10	9	9	9	Result of re-assignment / (Time t11)	
12	10	9	10	9	9	10	9	9	9	New / No action taken / (Time t12)	
13	8	9	9	9	9	10R	9	9	9	Re-assign 1 player R from table 6 to table 1 / (Time t13)	
14	9	9	9	9	9	9	9	9	9	Result of re-assignment / (Time t14)	
15	9	9	9	9	9	9	9	9	9	New / No action taken / (Time t15)	
16	7	9	7	9	9	9	9	9	9C	Close table 9 / Re-assign all players to tables 1-5 / (Time t16)	
17	10	10	10	10	10	9	9	9	0	Result of re-assignment / (Time t17)	
18	9	8	9	8	9	9	9	9	9C	0	Close table 8 / Re-assign all players to tables 1-7 / (Time t18)
19	10	10	10	10	10	10	10	0	0	Result of re-assignment / (Time t19)	
20	8	9	9	8	9	9	9	0	0	New / No action taken / (Time t20)	
21	8	8	9	8	9	9	9	0	0	Close table 7 / Re-assign all players to tables 1-6 / (Time t21)	
22	10	10	10	10	10	10	0	0	0	Result of re-assignment / (Time t22)	
23	10R	8	9	9	9	9	0	0	0	Re-assign 1 player R from table 1 to table 2 / (Time t23)	
24	9	9	9	9	9	9	0	0	0	Result of re-assignment / (Time t24)	
25	8	9	8	9	8	9	0	0	0	New / No action taken / (Time t25)	
26	8	7	8	9	7	9C	0	0	0	Close table 6 / Re-assign all players to tables 1-5 / (Time t26)	
27	10	10	10	9	9	0	0	0	0	Result of re-assignment / (Time t27)	
28	8	9	8	8	8	0	0	0	0	New / No action taken / (Time t28)	
29	7	9	7	8	7C	0	0	0	0	Close table 5 / Re-assign all players to tables 1-4 / (Time t29)	
30	10	10	9	9	0	0	0	0	0	Result of re-assignment / (Time t30)	
31	9	9	8	8	0	0	0	0	0	New / No action taken / (Time t31)	
32	8	8	7	7C	0	0	0	0	0	Close table 4 / Re-assign all players to tables 1-3 / (Time t32)	
33	10	10	10	0	0	0	0	0	0	Result of re-assignment / (Time t33)	
34	8	8	9	0	0	0	0	0	0	New / No action taken / (Time t34)	
35	7	8	9R	0	0	0	0	0	0	Re-assign 1 player R from table 3 to table 1 / (Time t35)	
36	8	8	8	0	0	0	0	0	0	Result of re-assignment / (Time t36)	
37	6	7	8R	0	0	0	0	0	0	Re-assign 1 player R from table 3 to table 1 / (Time t37)	
38	7	7	7	0	0	0	0	0	0	Result of re-assignment / (Time t38)	
39	6	7	7C	0	0	0	0	0	0	Close table 3 / Re-assign all players tables 1-2 / (Time t39) *	
40	10	10	0	0	0	0	0	0	0	Result of re-assignment / (Time t40)	
41	8	9	0	0	0	0	0	0	0	New / No action taken / (Time t41)	
42	7	9R	0	0	0	0	0	0	0	Re-assign 1 player R from table 2 to table 1 / (Time t42)	
43	8	8	0	0	0	0	0	0	0	Result of re-assignment / (Time t43)	
44	8R	6	0	0	0	0	0	0	0	Re-assign 1 player R from table 1 to table 2 / (Time t44)	
45	7	7	0	0	0	0	0	0	0	Result of re-assignment / (Time t45)	
46	6	6	0	0	0	0	0	0	0	New / No action taken / (Time t46)	
47	5	6	0	0	0	0	0	0	0	New / No action taken / (Time t47)	
48	5	5C	0	0	0	0	0	0	0	Close table 2 / Re-assign all players to table 1 / (Time t48) **	
49	10	0	0	0	0	0	0	0	0	Result of re-assignment / Final table / (Time t49)	
50	9	0	0	0	0	0	0	0	0	New / No action taken / (Time t50)	
51	8	0	0	0	0	0	0	0	0	New / No action taken / (Time t51)	
52	7	0	0	0	0	0	0	0	0	New / No action taken / (Time t52)	
53	5	0	0	0	0	0	0	0	0	New / No action taken / (Time t53)	
54	4	0	0	0	0	0	0	0	0	New / No action taken / (Time t54)	
55	2	0	0	0	0	0	0	0	0	New / No action taken / (Time t55)	
56	1	0	0	0	0	0	0	0	0	Game over / Winner / (Time t56)	

* When table 3 is closed, all remaining players from tables 3, 2 and 1 are randomly re-assigned to tables 1 and 2

** When table 2 is closed, all remaining players from tables 2 and 1 are randomly re-assigned to table 1

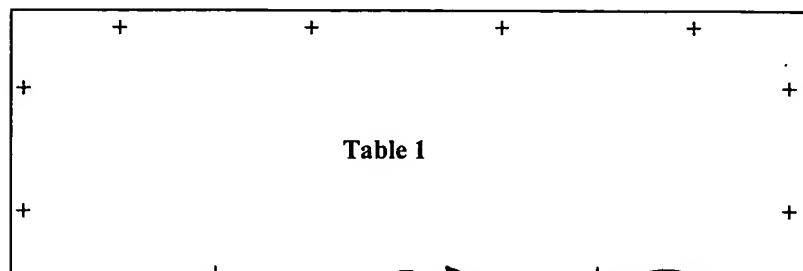


Figure 9a

600

700-790

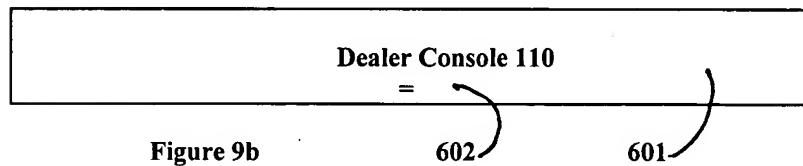


Figure 9b

602

601

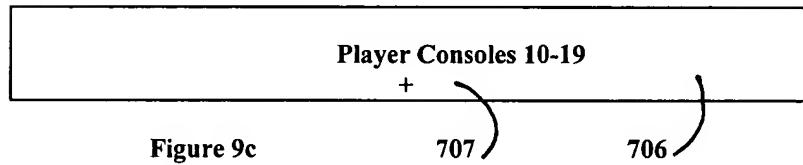


Figure 9c

707

706

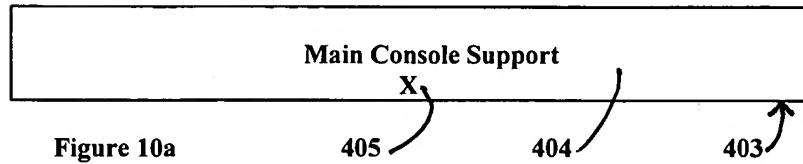


Figure 10a

405

404

403

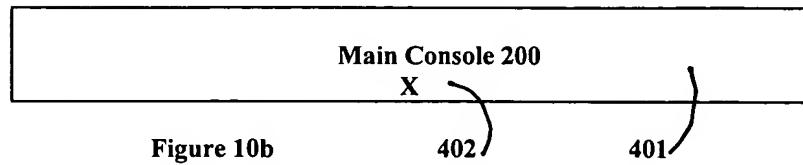


Figure 10b

402

401